What is Battle For Dune?
Battle For Dune is a standalone total conversion mod for Renegade set up in 2007. It transforms the world of Renegade into that of Emperor: Battle For Dune.

What has been achieve so far?
A serious amount. Over the course of 2 years we have managed to do many extraordinary things never seen before on the Renegade engine.
Such things including Carryalls & Harvesters (whereby the carryall flies the harvester to it's harvesting location)gas turrets; and in progress, is the legendary Sand Worm from Arrakis itself.

The lowdown so far?
Well over 90% of all models have been created. Many maps have been put into working practice with nearly every building ready and fitted with interiors. The working client which is completely standalone from Renegade runs flawlessly with a few map bugs.

So what's missing?
As of now; we are seriously lacking in 2d artists, texturers and people with general marketing skills.

We are looking for anyone with any sort of 2d image creation skills to come forward and help complete this game. There's only a small texturing force behind it at the moment, and 1 person could make a world of a difference. So don't hesitate to join the team; Contact me, TeamWolf, LR01, or reply to this topic here if interested, or even if you have any questions about BFD, regardless of whether you are interested in joining or not.

For more information on BFD, visit our forums and ModDB pages...
http://www.battlefordune.co.uk/forums
http://www.moddb.com/games/battle-for-dune