
Subject: Fjord Game-play Screenshots

Posted by [Aircraftkiller](#) **on Fri, 09 Sep 2011 21:36:21 GMT**

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I was in the St0rm Mix server and had a 12v12 battle on Fjord. It was quite a bit of fun. It felt very nostalgic - the new Mammoths I built and painted are identical to the C&C95 ones. Rolling through the meadows in these tanks with Orcas and Transports flying overhead was like "Wow, this is what Renegade could have been."

I haven't found any new bugs yet, so I think I'll finish rigging the beta Light Tank and start the VIS process.

Subject: Re: Fjord Game-play Screenshots

Posted by [iRANian](#) **on Fri, 09 Sep 2011 22:32:28 GMT**

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That doesn't seem scream C&C95!

Subject: Re: Fjord Game-play Screenshots

Posted by [sterps](#) **on Wed, 21 Sep 2011 03:27:49 GMT**

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I'm looking forward to playing this map online

Subject: Re: Fjord Game-play Screenshots

Posted by [Starbuzz](#) **on Wed, 21 Sep 2011 04:35:14 GMT**

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I took this badass nostalgic SS during an intense 1v1 against the Nod Obby two nights ago. Thought this needs to be shared!

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This is SO MUCH like the original maps for TD where you had forests and trees and had to move your Mammoths around them:

Hopefully you can make an entire mod this way! Imagine that! A one-man made mod that kicks every other Renemod's ass.

File Attachments

- 1) [C&CMammoth.png](#), downloaded 761 times



- 2) [Screenshot.140.jpg](#), downloaded 953 times



Subject: Re: Fjord Game-play Screenshots
Posted by [Aircraftkiller](#) on Wed, 21 Sep 2011 05:15:55 GMT
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Well, I can't divulge anything substantial yet, but here's a teaser for something I'm doing that you might see for Renegade.

It has a full interior, an elevator that lifts vehicles up to the factory floor once created, and an elevator that leads to the control room at the top, which you have to use ladders to access.

[/ http://www.cncnz.com/games/cnc/gallery/bld2.php](http://www.cncnz.com/games/cnc/gallery/bld2.php)
[// http://www.cncnz.com/games/cnc/gallery/bld4b.php](http://www.cncnz.com/games/cnc/gallery/bld4b.php)

Subject: Re: Fjord Game-play Screenshots
Posted by [Di3HardNL](#) on Wed, 21 Sep 2011 07:24:32 GMT
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It looks very nice man! You gave me inspiration to reinstall Renegade again!

Subject: Re: Fjord Game-play Screenshots
Posted by [rrutk](#) on Wed, 21 Sep 2011 08:50:57 GMT
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There is a lot more of old stuff (chars, buildings, vehicles, weapons...) waiting to be included in new maps!

Most of them I put into the museum mod, would be great to see them in "real" ren

<http://www.moddb.com/mods/the-virtual-westwood-museum-mod>

Would also be great to see the naval units from singleplayer...

Subject: Re: Fjord Game-play Screenshots
Posted by [MUDKIPS](#) on Wed, 21 Sep 2011 09:30:48 GMT
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excellent

Subject: Re: Fjord Game-play Screenshots
Posted by [rrutk](#) on Wed, 21 Sep 2011 10:25:08 GMT

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Things I would like to see in gameplay:

- the old harvesters (is already booned and ready to go)
- the old GDI humvee (is already booned and ready to go)
- old havoc (locke), ready to go
- old sakura (has a bug)
- old NOD buggy (is already booned and ready to go)
- old NOD bike (is already booned and ready to go)
- the NOD SSM Missile-Launcher
- old NOD construction yard (lot of things to fix)
- old westwood outpost towers (ready to go)
- old GDI airstrip (ready to go)
- old communication centers (ready to go)
- Mutant Lab (Science Facility) again

- Old NOD flamer and medium tank are already in Fjord, so the old com center, thanks to ACK.

Subject: Re: Fjord Game-play Screenshots
Posted by [Aircraftkiller](#) on Wed, 21 Sep 2011 16:51:33 GMT

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For this project, I wouldn't be using any old buildings from Renegade. They don't fit the style that I'm going for. I'm surprised nobody sees it yet.

/Remember, it's Nod, not NOD.

Subject: Re: Fjord Game-play Screenshots
Posted by [rrutk](#) on Wed, 21 Sep 2011 19:36:33 GMT

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Fjords is APB style, from my point of view.

I mean, for OTHER new projects
