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Subject: Re: C&C Reborn is released!

Posted by [Whitedragon](#) on Wed, 21 Dec 2005 01:12:54 GMT

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After playing this for a while i can say that most of the GDI stuff looks and works really good, however i saw a few things that should be fixed/changed.

The jumpjet needs a unique model/animation when its flying, preferably with flames coming out of the backpack. It's gun also seems a little too powerful, it can kill a stank in one clip.

The stank is weak as hell, low health, bad armor, and it cant fire sideways.

I think the engineer and technician are backwards, the free technician has lots of C4 while the costly engineer has none.

The ghoststalker railgun is weak, it needs to be faster and probably a little more powerful.

Alot of the weapon icons in the weapon list and current weapon slot were just green squares, however after switching weapons a few times this seemed to fix itself.

Im really looking forward to this mod, i hope you guys can get a small public beta or something out soon.

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