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Subject: Re: Super CnC Reborn Happy Hour!

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 01 Jun 2007 20:57:03 GMT

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superj69 wrote on Fri, 01 June 2007 00:58how far off is the release date ne way, of the demo i mean?

The new leadership will not make any release estimations or promises like that. It's something the past leaderships have done too much. The only promise we're giving is that this mod will be finished.

Quote:Reborn team, if I may make a humble suggestion? Please don't overlook the balance of small games as well as large ones.

Believe me, we've got some major Renegade players in this mod including myself. Nothing will be overlooked, and we'll try and make the mod fun in both large and small games (unlike the 2003 beta).

Quote:Question: Can Tick Tanks Deploy?

Not yet. We're working on that.

Quote:After watching the video, the jump packs weapons seems abit under-powered or is that just bad shooting?

The Jumpjet was barely shooting in the video. Anyways just like in TS it will be good against infantry and lightly armoured vehicles. No balancing in the current build is final at all, but the current Jumpjet rifle's strength is good.

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