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Subject: Re: "The Brotherhood will Rise in February 2008"

Posted by [Dante](#) on Wed, 13 Feb 2008 14:21:03 GMT

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Yeah, this is called staff released information before it should have been.

Either way, we are breaking our back to finish putting it together and are confident with our current schedule.

It will be an infantry only due to the massive amount of reworks that we had to do throughout. The mod was in a very bad state of affairs when I came on board, and DarkAngel especially has spent a lot of time with Paradox recreating the entire always.dat and objects.ddb from scratch.

There is still a lot of work on the presets and scripts side with vehicles, that is why we didn't want to push them in the first release so we could at least get a release out.

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