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Subject: Re: CnC Reborn : Jumpjet Animation Test  
Posted by [GEORGE ZIMMER](#) on Thu, 29 Oct 2009 05:10:32 GMT  
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SSnipe wrote on Wed, 28 October 2009 15:38 Now that's a JJ, Now, But a lil slow don't you think, I mean it can fly away but if it cant move that fast running or flying away and dodging is useless When they were faster in the infantry beta, they were horridly overpowered. Trust me, when they're high up in the air, they're still pretty damn hard to hit.

Also, they moved terribly slow in TS.

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