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Subject: Re: C&C Tiberium Garden

Posted by [jonwil](#) on Mon, 17 Oct 2011 05:46:35 GMT

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Renegade already has enough character & weapon models for a TD mod, you would just need to figure out some suitable ballance for it all.

For GDI commando = havoc, engineer, grenadier, rifleman and rocket soldier already exist.

And for Nod, you would need a commando model (i.e. figure out which Nod soldier to use for the Nod commando) but the chem warrior, engineer, flamethrower, rifleman and rocket soldier already exist.

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