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Subject: Re: Reborn vs Ra1 mod

Posted by [Grendies](#) on Sun, 21 Dec 2003 08:57:06 GMT

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Terminator 101So, what do you think will be better? It is had to choose for me. On one side, I can't wait to see some cool Tiberian sun units in 3D, on the other side, I can't wayt to see how unbalanced the RA1 mod will be.... I think that someone should also create Generals mod. That would rule. You want to see quality 3D models of tib sun units and buildings? Look to the cinemas, not to a mod that uses cheap crappy textures and poorly designed buildings. How is RenAlert unbalanced? Don't give me any of that BS about the soviets being better than the allies. Most of the games I've played in zama were won by the allies, and it wasn't because of unit strength it was because of STRATEGY. You know: team work, using the correct unit for the job, aiming at the enemy, going for weak spots in the defense... The kind of thing that takes intelligence as oppose to basic "point-and-click". Reborn is by comparison far more unbalanced: Nod only has a few infantry types ATM and its defenses are a joke.

Now I generally keep my opinions about this sort of thing to myself, but one thing I can't stand is blatant stupidity. Please THINK before posting a thread like this. If you're going to flame Renalert at least supply some evidence to support your hate.

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