
Subject: CNC REBORN : List of Weapons
Posted by [Renardin6](#) on Sun, 04 Jul 2004 14:09:53 GMT
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As I said on our forum here is the list of the weapons of the poorly crafted shit mod that I do for fun and so I do it wrong :

Well we are working on weapons:

Here is the list :

GDI

Infantry :

Soldier : new rifle
Shotgun : new shotgun
Engineer : same weapon as current beta
Disc thrower : new disc
Technician : repair gun
Bomb specialist : spas12
Jumpjet : jumpjet rifle
Commando Sniper : m82 sniper rifle
Gdi Officer : gdi m80 chaingun
Tiberian Soldier : fire chemical spray
Medic : medic gun
Umagon : new sniper rifle
Ghost : new railgun
Stealthed Mutant : new rifle

NOD

Rocket Infantry : new rocket launcher on shoulder
Soldier : new nod rifle
Nod Flamer : new flamer
Lillith : tiberium uzi
Kane : nod railgun
Chameleon spy : new nod sniper rifle
Devil's DemolisherSoldier : spas12
Engineer : same as current beta
Cyborg Commando : same as current beta
Cyborg : cyborg chaingun
Technician : nod repair gun
Nod Elite Cadre Officer : elite cadre machine gun
Nod Elite Sniper : new nod ramjet rifle
Oxanna : nod colt

All models are finished, skin under work.

Here are some 'work in progress' pics :

And a a semi-finished medic gun :

Snipers will be happy (4 sniper different sniper rifles to bring you more pleasure)

(Most of the weapon models are from Permagrin)

Subject: CNC REBORN : List of Weapons
Posted by [Try_lee](#) on Sun, 04 Jul 2004 14:41:06 GMT
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A medic gun?

Subject: CNC REBORN : List of Weapons
Posted by [Renardin6](#) on Sun, 04 Jul 2004 15:26:46 GMT
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yeah, an idea of my insane brain... welcome to the future of healing stuff...

OMG OMGZ RETARDIN U CREATE NEW STUFF THAT ARE NOT IN TS !!!!!

Subject: CNC REBORN : List of Weapons
Posted by [Hav0c](#) on Sun, 04 Jul 2004 15:38:36 GMT
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Like i said before, stealthed mutant shouldn't be in there, if you've removed it already then change the list

Subject: CNC REBORN : List of Weapons
Posted by [Deactivated](#) on Sun, 04 Jul 2004 15:45:18 GMT
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C&C Reborn Must-be-Terminated list:
Shotgun : new shotgun
Bomb specialist
Jumpjet : jumpjet rifle
Commando Sniper : m82 sniper rifle
Gdi Officer : gdi m80 chaingun
Tiberian Soldier : fire chemical spray
medic gun
Stealthed Mutant : new rifle
Nod Flamer : new flamer
Lillith : tiberium uzi
nod railgun
new nod sniper rifle
Devil's Demolisher
nod repair gun
Nod Elite Cadre Officer : elite cadre machine gun
Nod Elite Sniper : new nod ramjet rifle
nod colt

Subject: CNC REBORN : List of Weapons
Posted by [Hav0c](#) on Sun, 04 Jul 2004 15:47:29 GMT
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Must be terminated...? For what reason :S

Subject: CNC REBORN : List of Weapons
Posted by [Havoc 89](#) on Sun, 04 Jul 2004 16:18:04 GMT
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cuz its not in ts

Subject: CNC REBORN : List of Weapons
Posted by [Hav0c](#) on Sun, 04 Jul 2004 16:26:40 GMT
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Care to enlighten us to what the real weapons were in TS then? Anyone?

+ Its a mod based on TS, not Tiberian Sun 3D.

Subject: CNC REBORN : List of Weapons
Posted by [Aircraftkiller](#) on Sun, 04 Jul 2004 16:36:19 GMT
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The Medic obviously carried a box of medical supplies, not a fucking "medic gun."

The rest of those are low-poly garbage.

Subject: CNC REBORN : List of Weapons
Posted by [TheKGBspy](#) on Sun, 04 Jul 2004 16:56:55 GMT
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i dont remember if we see his medic case.... Imo the gun is not a bad idea, using a sort of nano technology gun make sense in this part of time.

Subject: CNC REBORN : List of Weapons
Posted by [Aircraftkiller](#) on Sun, 04 Jul 2004 16:57:52 GMT
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Yet TS says otherwise. This is one more reason why Reborn has a failed community, people wanted to see TS in first person, not "DeezNuts Sun" or "Tiberian DeezNuts."

Subject: CNC REBORN : List of Weapons
Posted by [Deactivated](#) on Sun, 04 Jul 2004 17:32:06 GMT
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DethHav0cCare to enlighten us to what the real weapons were in TS then? Anyone?+ Its a mod based on TS, not Tiberian Sun 3D.

Light Infantry: M16 Mk. II Pulse Rifle (a futuristic version of M16 rifle that shoots plasma energy)
Disc Thrower: Disc Grenade (disc-shaped grenade, can be thrown much farther than a regular 'nade)

Engineer: Engineering kit

Medic: Medical kit

Chemical Spray Infantry: Chemical sprayer (kills Veins)

Ghost Stalker: Railgun

Umagon: Silenced pistol, C4

Rocket Infantry: Bazooka

Cyborg: Chaingun, 70mm cannon

Cyborg Commando: Chaingun, flamethrower, C4

Basically what you see in TS is advanced versions of old weapons.

Subject: CNC REBORN : List of Weapons
Posted by [CnCsoldier08](#) on Sun, 04 Jul 2004 17:42:49 GMT
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Didn't the Cyborg Cammando have a plasmacannion too, Seaman.

Subject: CNC REBORN : List of Weapons
Posted by [Deactivated](#) on Sun, 04 Jul 2004 17:59:09 GMT
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CnCsoldier08Didn't the Cyborg Cammando have a plasmacannion too, Seaman.

Yes, but originally it had a chaingun.

Subject: CNC REBORN : List of Weapons
Posted by [Mad Ivan](#) on Sun, 04 Jul 2004 18:30:51 GMT
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WS made up some characters too, didnt they :rolleyes:

As for the4 Chem Spray, it wasnt in ts, was supposed to be in but got scrapped.

And the Cyborg Commando originally used the Plasma Cannon and Flamethrower like in Reborn

Subject: CNC REBORN : List of Weapons
Posted by [Deactivated](#) on Sun, 04 Jul 2004 18:42:49 GMT
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Mad IvanWS made up some characters too, didnt they

Cermak !!!

Subject: CNC REBORN : List of Weapons
Posted by [Mad Ivan](#) on Sun, 04 Jul 2004 19:02:45 GMT
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erm?what?

Subject: CNC REBORN : List of Weapons
Posted by [Ferhago](#) on Sun, 04 Jul 2004 19:41:50 GMT
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Umagon had a sniper rifle. It was referred to as a sniper rifle in game and in rules.ini

And her voxel was carrying a sniper rifle. Or maybe it was a very large pistol with stock...
:rolleyes:

Subject: CNC REBORN : List of Weapons
Posted by [Spice](#) on Sun, 04 Jul 2004 20:24:24 GMT
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Those models are pretty good. Low poly? They look good for low poly and if you didnt know , everything doesnt have to be high poly to look good.

Who modeled the other weapons beside peragrin?

Subject: CNC REBORN : List of Weapons
Posted by [Renardin6](#) on Sun, 04 Jul 2004 21:09:24 GMT
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M16 Mark II (what I called Gdi rifle in my list) is the exact copy of the one in ts, it was modeled by Nightcrawler, Sod.X made some weapons too.

The Jumpjet Gun is the same as seen on TS renders. If we have the model for some weapons, we copy the original model.

Subject: CNC REBORN : List of Weapons
Posted by [flyingfox](#) on Sun, 04 Jul 2004 21:38:06 GMT
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I don't know if it's good to have more than 1 sniper character per team, but variety is usually a good thing anyway.

In TS, there weren't "commandos" and the technician could only be controlled at rare times he ran out of a structure as it blew up, and he was usually in yellow/red health and carried a pistol. If it's possible, you should add a little quirk script: the technician only able to be bought when a building is in red health.

Another thing, have you considered (and I know this sounds stupid, but this is how it worked in TS) the sniper rifle to have a limited range? In TS, the umagon could only attack if she was relatively close to the enemy target. Same went for all units. She could not attack right across a level like the snipers in Renegade and RenAlert do. Then again, everyone had perfect weapon accuracy so I guess it balances out. However no-one wants to play a game based on an RTS where they have to keep dodging snipers all game, so many you should give them a 1 bullet clip or something similar that wouldn't gayify it like Renegade.

Last but not least, program the rocket soldiers' missiles to heat seek so that they're actually useful against the units they're designed to take down.

Subject: CNC REBORN : List of Weapons
Posted by [icedog90](#) on Sun, 04 Jul 2004 23:14:33 GMT
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Lmao, Reborn just did a great job making their next beta look even more like shit.

Subject: CNC REBORN : List of Weapons
Posted by [Renardin6](#) on Mon, 05 Jul 2004 12:02:52 GMT
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If you don't like it, don't bother read 'Reborn Thread'...

And same for all who hate Reborn here : simply ignore our posts. We don't give a shit about what you say. (now you know it.)

Subject: CNC REBORN : List of Weapons
Posted by [NeoX](#) on Mon, 05 Jul 2004 18:11:38 GMT
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Just lock this....

Subject: CNC REBORN : List of Weapons
Posted by [Aircraftkiller](#) on Mon, 05 Jul 2004 18:18:10 GMT
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If you didn't care, you wouldn't reply.

A lot of people know Reborn sucks and they're going to keep saying it.

Subject: CNC REBORN : List of Weapons
Posted by [SuperFlyingEngi](#) on Mon, 05 Jul 2004 19:05:47 GMT
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Most of the people who hate Reborn only "know" it sucks because you scream about it so long and so loud, and a bunch of people are like, "OMG I must suck up to ACK so i can be his friend!" If you didn't wail on Reborn so much, it would be a lot more popular. Right now all your doing is trying to doom a mod to disaster, which is not cool.

Subject: CNC REBORN : List of Weapons
Posted by [Aircraftkiller](#) on Mon, 05 Jul 2004 20:42:43 GMT

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Yeah, that can be the only reason! It can't just be that Reborn sucks!

Subject: CNC REBORN : List of Weapons
Posted by [SuperFlyingEngi](#) on Mon, 05 Jul 2004 21:59:02 GMT
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Perhaps, but it's largely a matter of taste, and a whole ton of people have the same taste as you do, and I've seen a whole ton of people wandering around with incompletely-formed thoughts about Reborn being bad. Say what you will, but I believe you to have partially poisoned the community.

Subject: CNC REBORN : List of Weapons
Posted by [Hav0c](#) on Tue, 06 Jul 2004 09:14:23 GMT
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Alot of people have only heard of Reborn because of AK's continuous bashing of it which doesn't give a very equal view of opinions. :rolleyes:

Subject: CNC REBORN : List of Weapons
Posted by [HELLBILLY DELUXE](#) on Tue, 06 Jul 2004 16:31:17 GMT
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I would like to see a TumSun3D rather than a CCReborn =/.
There are 2 extremes. The one is Seaman's work, in which he wants to have structures in Multiplayer, that are as big as the CCR Singleplayer ones. Thats unplayable, but accurate. The other is what they did to Renegade, making it much more infantry based than TibDawn was. Thats playable, but inaccurate. Plz find a middle =(
