
Subject: CnC Reborn Update: Nod Rifle
Posted by [Renardin6](#) on Wed, 17 Aug 2005 10:05:05 GMT
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The rifle for Nod Light infantry.

Model & Design by Exdeath7
UVW Map by PermaGrin
Skin by Renardin
Rigged and animated by Nightcrawler

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Renerage](#) on Wed, 17 Aug 2005 10:08:02 GMT
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Up late arent we renardin?
Either way, excellent job on those rifles, kinda reminds me of the assault rifle in red faction (classic game)
Textures great...i cant even think of anything wrong with this thing. except for the fact that to me it looks more like a shotgun then a rifle...only my opinion though.

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Renardin6](#) on Wed, 17 Aug 2005 10:14:30 GMT
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well it's 12:15 here... Afternoon just started.

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Renerage](#) on Wed, 17 Aug 2005 10:57:47 GMT
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lol when i posted, it was 605 in the morning.

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Fabian](#) on Wed, 17 Aug 2005 16:48:06 GMT
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Does the counter on the side actually change?

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Renardin6](#) on Wed, 17 Aug 2005 17:36:24 GMT
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nope. eye-candy.

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Jecht](#) on Wed, 17 Aug 2005 19:27:30 GMT
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like the skin(texture for you dinks out there who like to post pics of bear pelts), don't really care for the model, the grip is too huge for my tastes.

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Chronojam](#) on Wed, 17 Aug 2005 19:32:00 GMT
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From Reborn's Forums.

This is a very very ironic thing. Everything's done right, but for the wrong thing.

Summary:

1. Where's the penis?
 2. Haven't we been through this before?
 3. Why isn't it more like plastic?
 4. Made by GDI, for Nod?
- Intermission: Wtf?
5. Useful or useless?
 6. Lego to the rescue. Again?
 7. Hold me, please

1. Here's a rare case where it should have looked more like a penis. Instead, you stuck a crappily made nickel arrow nock on the front of a gun and expect bullets to come out fine. The front of the rifle is completely crap.

2. Let's revisit something brought up when the chainguns were made-- will that ammo counter work, or will we merely have a useless 99 pasted on the side of our gun?

3. The front insulation part of the gun somehow got lost in translation. Like I said in the first part, the front of the rifle is completely crap. It looks like you took a real gun, sawed off the front, and

then taped together slightly-flattened, charred Coke cans and finally stuck a nock on the end of that. It looks like some heavy metal blocks there, maybe with a hole bored through for the rifle barrel-- not shielding, insulation, grip, etc.. just some metal thrown in there randomly, as if to give the soldier's left hand something important to do.

4. I won't nitpick about it being Patented, but the Belgium thing... I dunno... If it looked like some kind of Smith & Wesson gun and was made in a rogue Smith & Wesson style plant somewhere in the USA and it said it was made there, it'd pass *maybe* if we completely neglect that Nod had no influence in that area. So it not only doesn't look Belgian, but it doesn't really fit into the political scheme of things either.

"Renardin"Belgium weapons aren't sold only to EU or NATO...

Cuba uses FN weapons as an example. Even terrorists can get some US weapons if they pay the price... So I don't see the problem and I am happy to add this little touch for my country (for my last weapon skin for this mod if you don't consider beacons as weapons...)

Captured Belgian weapons aren't sold with Al Qaida or HAMAS insignia pre-placed, nor are they designed by and for those organizations. Unless you've found some huge conspiracy? Wait a second, this pump shotgun I have says it was made in Belgium for the IRA?! Nevermind, false alarm.

Intermission. Otherwise, that detailed part I like. But the counter and front of gun, wtf? Did you even really take time to look at it? You must have been in a rush.

5. The back of the gun is boring and nonfunctional. For a gun that appears this amazingly heavy, they expect you to use it only from some rather stressful positions. Check out the stock, etc. on the plastic gun you copied. Check out the stocks that are optional on several SMGs, and look at the backs of American and British rifles. Don't give me any of this "omg it looks good" crap either, n00bies. Putting a spiked ball on the butt of a shotgun would make it look awesome and threaten weapon-ruining melee action, but it'd be f*cking stupid (I PUT A LITTLE STAR WOOT) but is completely useless and also detrimental to the use of the weapon. Following me on this? Useless. Even Nod, who likes to put flair and glamour into their stuff for the hell of it, wouldn't approve of such useless design. They'd be thinking, "wtf? Kill the designer. We need another cyborg anyways." Now, seriously, look at ANY render of a Nod soldier. I guarantee that if he's got a rifle, 9/10 times it'll have some kind of curved padding of SOME nature, ergonomically shaped to combine function and fashion into one-- MAYBE EVEN A PSEUDO-LEATHER COVERING! THO FABULOUTH! But seriously? What the hell?

6. Legos strike again. This keeps coming up. This looks eerily like the back off the Nod plasma rifle, but that's a rather-recoilless weapon where the back houses a display and the gun is held and fired a lot differently. It also reminds me of the back of the Mk2 before I pointed out how horrible it was (you all owe me) and really, the back off many things. Just a generic, thoughtless, "well we'll make that rounded-off Lego look"

I love Legos, but don't overuse this one piece.

7. The grip part for the left hand.. erm, what should be a grip part. It's not. Those Coke-cans are far too slippery looking, and they don't really have grooves at all. So they fail at both heat

dissappation and serving as a gripping point on the weapon. Not only that, it's all boxy and not formed well for fitting into a guy's hand from the looks of it, it should be curved more and have some grooves to it. Look in the movie where the orca pilot is killed, ffs. Hell, your screenshot shows it fine. The others are too, shall we say, muddy to show this as well as that one.

Update. Just read this in the now-locked thread where I called the "GDI" text on the power plant "ridiculous" (WHICH IS OBVIOUSLY A HUGE INSULT TO THEM)
<http://www.reborn.communityteam.de/renardin/forum/viewtopic.php?p=13535#13535>

"Renardin"chrono, shut up! Next time you insult our work, I ban - delete your account.

I'm willing to bet I get banned for pointing out all these flaws. After all, showing them things to make the mod better is a kind of radical, RenAlert type thought that only a rebel mod like SWMod might ever use, ya know?

OMG DON'T TELL THEM WHAT STUFF LOOKS INACCURATE! THEY'LL BAN YOU ON THE SPOT! WHO CARES THAT THE FRONT OF A GUN WENT FROM A CONE TO A SPLIT-BARREL!? IT LOOKS GOOD JUST LIKE A CHROME-PLATED THROWING DISC WITH AN ELECTRIC FIELD AROUND IT!!!!

Please tell me somebody understands why I keep posting a Westwood Render of a Soviet Heavy Tank?

I guess *Exdeath* can't ban me here =D

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Jecht](#) on Wed, 17 Aug 2005 19:40:38 GMT
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why would you get banned for stating your opinion?

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Havoc 89](#) on Wed, 17 Aug 2005 19:43:19 GMT
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It seems accurate to the cutscenes, and texture is pretty good. This only thing about it is the design Westwood used. Pretty much the only thing i dont like about it.

And is it supposed to be some kind of SMG or Standard assult rifle? I know it says rifle on the topic. But it looks like an SMG with a Assult Rifle magazine.

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Halo38](#) on Wed, 17 Aug 2005 19:45:04 GMT
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It's good, move on to the next model

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Chronojam](#) on Wed, 17 Aug 2005 20:17:37 GMT
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Havoc 89 wrote on Wed, 17 August 2005 15:43It seems accurate to the cutscenes, and texture is pretty good. This only thing about it is the design Westwood used. Pretty much the only thing i dont like about it.

And is it supposed to be some kind of SMG or Standard assult rifle? I know it says rifle on the topic. But it looks like an SMG with a Assult Rifle magazine.

Rule of thumb with Reborn weapons: Ignore the names. The "UZI" is really some random-ass H&K smg for example =P

Anyway, it's not really that accurate to the cutscenes at all. Look at them side-by-side. I tried to get renders at those same angles but Exdeath refused to provide them, so just make do with what they provided. First things first, compare the muzzles of each weapon. One looks more like a cone, one is more like an arrow nock. Second, look at the grips. Third, look at the backs of the weapons. Most Reborn stuff is like that. It "looks good" until you see what it's supposed to be formed like.

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [YSLMuffins](#) on Wed, 17 Aug 2005 20:49:35 GMT
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I don't know guns, but I think the rifle could be better, somehow. What is this based on? I don't particularly like the back, which looks like a pistol to me, but since it is hidden mostly I guess that won't matter too much. =\

The front doesn't look very sexy either.

Can the numbers somehow change from 00 to 99 after the cartridge is inserted?

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Chronojam](#) on Wed, 17 Aug 2005 21:19:42 GMT
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Theoretically if they had a little plane textured to have 00 on it and the reload animation brought it in front of the 99, yeah, that'd be one very easy way to do it. But they won't do it.

It's supposed to be based on this--

Why didn't they base the gun off the fully-3d-and-touchable pewter Nod figurine? I have no idea. Instead we got that ugly boxy thing up top.

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Ma1kel](#) on Wed, 17 Aug 2005 21:32:21 GMT
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And it looks quiet good, only the texture needs to be a bit brighter:

(Sorry for the big images)

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Chronojam](#) on Wed, 17 Aug 2005 21:39:51 GMT
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By my count, the clip they show can hold 34 bullets in some kind of staggered alignment. Nowhere near 99... Plus, the clip is much shorter than the one shown in the Westwood shots. Reborn will be happy if all their fans are blind, I'm sure, or simply bad at making any kind of spacial relation between two objects.

(ps you're about five minutes late with that post)

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Ma1kel](#) on Wed, 17 Aug 2005 21:47:10 GMT
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Hmm, I didn't really see that the first time I saw your post. But you're right, in my opinion it are just these "small" details it doesn't really care. And I think it will also balance some things with the ammo ect. Is it this thing itself with the the gun that hinders you or is it the fact that they use the

"brick form" on other models?

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Renardin6](#) on Wed, 17 Aug 2005 21:59:19 GMT
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Who cares chrono? lol

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Chronojam](#) on Wed, 17 Aug 2005 22:10:29 GMT
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Hopefully your audience? Otherwise just give everybody a black square with random Nod logos for one team, and a tan square with random GDI logos for the other (Remember!! You must use random ones-- mix up Black Hand with TS-Nod, and throw in some TD-Nod for good measure! Add in all sorts of prerelease GDI logos despite GDI having nearly identical logos in TD and TS both without anything near the eagle-holding-missiles that you want to put), and let them go at it with identical characters whose only differences are shoulder pads, backpacks, and pants-- But have a few made-up units tossed in that sadly are the best things you have going for you.

That's almost what's happening now actually. There's been some damn good progress but what the hell do you call this rifle, seriously? How can you include this thing? It's like insulting yourself. The shotgun was so much better. The sniper rifle was so much better. Why must you gay yourselves up right when you've convinced some people you've pulled yourselves out of the hole? It's sad. Don't do it. It's like letting your recovered-alcoholic friend take a hit from your bong (it makes sense in the way I'm using it, but I bet you expected me to say "have a sip of your drink") -- wtf are you thinking? The Hand of Nod was great. The lighting was a bit... whatever. Compared to the rest of your stuff and the Renegade Hand of Nod, wow! Then you pull this lame-ass Power Plant out and your only defense is one early render versus in-game content... and that's what frustrates me the most, it's like you're purposely keeping your mod shitty for no damn good reason at all. Granted, I have a lot of fun posting like this. And people have contacted me to say it's entertained them. However, you're trying to make a mod that's fun and polished, not give me a way to blow through some free time and practice writing.

coughs

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Renardin6](#) on Wed, 17 Aug 2005 22:19:22 GMT
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lol

I don't feel like reading this. I just went to our forum and saw the team banned ya. I went further on this, I promised I would delete your account the next time you would insult our work.

Congratulations, you won the prize. (You see, I can do what I promise.)

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Chronojam](#) on Wed, 17 Aug 2005 22:33:35 GMT
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Why don't you take care of your other promises first? It's way past April, buddy. The prize was supposed to be a playable copy of Reborn. I'd say you owe me.

The team didn't ban me, ExDeath banned me for one week of his own volition for his own reasons. By the way, if you ever even read what I post instead of just skipping over looking for the words "RenAlert" and "Reborn" and "Suck"... maybe you'd see that I announced here that I was banned, a few posts ago.

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [danpaul88](#) on Wed, 17 Aug 2005 22:33:38 GMT
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Chronojam wrote on Wed, 17 August 2005 22:39By my count, the clip they show can hold 34 bullets in some kind of staggered alignment. Nowhere near 99... Plus, the clip is much shorter than the one shown in the Westwood shots. Reborn will be happy if all their fans are blind, I'm sure, or simply bad at making any kind of spacial relation between two objects.

(ps you're about five minutes late with that post)

part of the clip could be hidden in the body of the gun itself...and who really looks for that sort of thing in a GAME

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Chronojam](#) on Wed, 17 Aug 2005 22:52:46 GMT
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I took that into consideration. Here's a quick little diagram comparing Westwood's weapon and Reborn's-- I'm ignoring surface detailing, the grip, the trigger, the front, top, and bottom views, and just looking at a very simplified side view (I don't want to confuse you!!)

It's in colors from opposite ends of the spectrum, so *especially* in the case of the part where I overlaid the two, you can easily view it even if you have poor eyesight and poor skill at judging distances and have trouble discerning shapes.

Is it clear for you?

Edit because imageshack is gay.

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Jecht](#) on Wed, 17 Aug 2005 23:47:00 GMT
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Gotta agree with Chorono again here man. Just put a little more time into it. Hes not trying to insult you, hes trying to help Renardin, let him help. Just got done Replaying part of TS today(damn TS and TD blow away modern RTS's) and those are some of the things I noticed too. Little things like this make a big difference to people, including me.

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Renardin6](#) on Wed, 17 Aug 2005 23:52:42 GMT
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Halo38 wrote on Wed, 17 August 2005 14:45It's good, move on to the next model

Yeah, that's what I am doing. Thank you

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Sir Phoenixx](#) on Wed, 17 Aug 2005 23:55:03 GMT
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Chronojam wrote on Wed, 17 August 2005 15:32"Renardin"chrono, shut up! Next time you insult our work, I ban - delete your account.

"Renardin in an update thread on our forum"It's bad. Very bad. My post will be deleted of course, but let's see if you can face some critics here. At least at Reborn, we can. Here posts get deleted... Or prove me wrong

So, who are the ones that can't take criticism? Yes, that would be you and your team. The posts that get (rarely) deleted are either spam or pure "that sucks/etc." posts, but that still beats getting banned and your account deleted for posting constructive criticism mostly on a completely different forum.

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Hydra](#) on Wed, 17 Aug 2005 23:55:26 GMT
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When are you guys going to stop updating old models over and freaking over again and finally release a playable version of Reborn?

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Hav0c](#) on Thu, 18 Aug 2005 07:00:11 GMT
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This isn't an old model it's a completely new model and texture.

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [danpaul88](#) on Thu, 18 Aug 2005 12:18:24 GMT
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Chronojam wrote on Wed, 17 August 2005 23:52I took that into consideration. Here's a quick little diagram comparing Westwood's weapon and Reborn's-- I'm ignoring surface detailing, the grip, the trigger, the front, top, and bottom views, and just looking at a very simplified side view (I don't want to confuse you!!)

It's in colors from opposite ends of the spectrum, so *especially* in the case of the part where I overlaid the two, you can easily view it even if you have poor eyesight and poor skill at judging distances and have trouble discerning shapes.

Is it clear for you?

Edit because imageshack is gay.

ok point taken, but its still only a game

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Goztow](#) on Thu, 18 Aug 2005 13:15:26 GMT
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Maybe the Renalert and reborn dsicussion could be ended until one of both actually releases something that isn't a beta? You just can't judge a game on renders or beta-versions...

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Fabian](#) on Thu, 18 Aug 2005 14:49:39 GMT
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Sure you can.

Subject: Re: CnC Reborn Update: Nod Rifle

Posted by [YSLMuffins](#) on Thu, 18 Aug 2005 21:07:48 GMT

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I don't see very much that really needs to be purged in this thread besides the two posts above that are now gone--there are valid points here that I do not see as inflammatory.

Subject: Re: CnC Reborn Update: Nod Rifle

Posted by [sfr3f](#) on Fri, 19 Aug 2005 02:10:32 GMT

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ExDeath did a great job with the Reborn buildings. Too bad the weapons suck absolutely and the gameplay will probably be even worse. Whoever is making these has no knowledge of real world weapons. Also missing one of the defining marks of a rifle: a stock.

Subject: Re: CnC Reborn Update: Nod Rifle

Posted by [Lijitsu](#) on Fri, 19 Aug 2005 03:04:52 GMT

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You do know that Reborn is Tiberian Sun in Renegade, right? The people in the future will not be using an old Ak-47. Or atleast, in the TS timeline, they wont. I would, but i love that rifle.

Subject: Re: CnC Reborn Update: Nod Rifle

Posted by [Chronojam](#) on Fri, 19 Aug 2005 03:48:39 GMT

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They ignored the stock and padding provided for a soldier's shoulder that is clearly evident in the cutscenes and renders.

Why? I have no fucking clue. Even if it was absent on the model, Renardin could have bs'd on some 'rubber' to the end of the thing, but didn't.

Subject: Re: CnC Reborn Update: Nod Rifle

Posted by [Lijitsu](#) on Fri, 19 Aug 2005 04:00:00 GMT

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In the picture, is the Soldier's Rifle against his shoulder? No. Its against his arm. However stupid that would be with weapons in the real world, the TS world might not have any recoil in their weapons. Ever think of that possibility? Hell, maybe their suits decrease recoil so much that it doesnt effect them enough for the padding to matter.

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Renardin6](#) on Fri, 19 Aug 2005 04:10:27 GMT
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Lijitsu wrote on Thu, 18 August 2005 22:04 You do know that Reborn is Tiberian Sun in Renegade, right? The people in the future will not be using an old Ak-47. Or atleast, in the TS timeline, they wont. I would, but i love that rifle.

www.cncreborn.net go to forum; read the title of the forum. It's based on TS, not a copy of TS. No more to say I think.

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Aircraftkiller](#) on Fri, 19 Aug 2005 04:23:16 GMT
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If by "based on TS" you mean "Basing it on the minimum content required from TS to call it a C&C modification", sure...

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Chronojam](#) on Fri, 19 Aug 2005 04:40:29 GMT
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Lijitsu wrote on Fri, 19 August 2005 00:00 In the picture, is the Soldier's Rifle against his shoulder? No. Its against his arm. However stupid that would be with weapons in the real world, the TS world might not have any recoil in their weapons. Ever think of that possibility? Hell, maybe their suits decrease recoil so much that it doesnt effect them enough for the padding to matter.

Actually, I did think of that; And then I realized that for the most part they are using ammunition on par with modern-day weaponry, and there are plenty of shots of soldiers adopting traditional form when aiming and firing their weapons.

Further, many of these shots show a curved, padded section on the butt of the rifle, if we're talking about the Nod weapon here. But all too often a simple fact isn't enough for Reborn or its fans, and that's why I like to provide some in-depth reasoning so you can't just say "Ever think they don't have or need it"

(And even if their weapons decrease the impact of the weapon, that's not a reason to put a hammer-like protrusion on the end of such weapon where it would contact a soldier's shoulder, but this is thinking outside the box rationally and isn't allowed by Reborn)

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Renerage](#) on Fri, 19 Aug 2005 07:15:47 GMT
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once again, im looking forward to reborn, another renegade-type game is always good no?

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Jecht](#) on Fri, 19 Aug 2005 10:04:14 GMT
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I'll play reborn. Didn't like the first beta they put out but the updated version deserves a chance.

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Lijitsu](#) on Fri, 19 Aug 2005 15:16:58 GMT
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Chronojam wrote on Fri, 19 August 2005 00:40Lijitsu wrote on Fri, 19 August 2005 00:00In the picture, is the Soldier's Rifle against his shoulder? No. Its against his arm. However stupid that would be with weapons in the real world, the TS world might not have any recoil in their weapons. Ever think of that possibility? Hell, maybe their suits decrease recoil so much that it doesnt effect them enough for the padding to matter.

Actually, I did think of that; And then I realized that for the most part they are using ammunition on par with modern-day weaponry, and there are plenty of shots of soldiers adopting traditional form when aiming and firing their weapons.

Further, many of these shots show a curved, padded section on the butt of the rifle, if we're talking about the Nod weapon here. But all too often a simple fact isn't enough for Reborn or its fans, and that's why I like to provide some in-depth reasoning so you can't just say "Ever think they don't have or need it"

(And even if their weapons decrease the impact of the weapon, that's not a reason to put a hammer-like protrusion on the end of such weapon where it would contact a soldier's shoulder, but this is thinking outside the box rationally and isn't allowed by Reborn)
Now that you mention it, i do remember the TS Riflemen using their weapons like the normal soldier in combat nowadays. Man i loved sending, like, 400 basic infantry into a base, and just watch the carnage. I did it to a campaign map once, and they killed every single one of them. Of course, this was after i destroyed over half their base. It was the mission where you have to capture Cabal as GDI, and they had those 5000 units all piled up in one place.

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [SuperFlyingEngi](#) on Fri, 19 Aug 2005 15:31:37 GMT
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Looks good, but I guess that's just because I'm not an incredible stickler for weapon models and textures having to be perfectly aligned to source material.

And Chronojam, I'm sure you think you're very witty, but you're not.

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Chronojam](#) on Fri, 19 Aug 2005 18:31:41 GMT
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And you make liberals sound bad. For shame. Go away.

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [YSLMuffins](#) on Fri, 19 Aug 2005 20:57:58 GMT
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There will be none of that here.

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Lijitsu](#) on Fri, 19 Aug 2005 21:15:49 GMT
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Insulting? Tough luck.
Reborn Bashing? Tough luck.
"My mod is better than yours!?" Tough luck.
Poltical discussion? There youve got a chance.

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Renardin6](#) on Sat, 20 Aug 2005 16:17:31 GMT
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Aircraftkiller wrote on Fri, 19 August 2005 05:23If by "based on TS" you mean "Basing it on the minimum content required from TS to call it a C&C modification", sure...

Sure, your allied tent with concrete basement(wtf?) was also so true to red alert...

I can't understand why you and your friends still care about reborn. We all know it sucks, so wtf?

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Jecht](#) on Sat, 20 Aug 2005 17:43:13 GMT
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He needs something to bitch about. Posting something positive toward your mod would make him wrong, and for god sakes that might make his e-penis shrink!

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Renerage](#) on Sat, 20 Aug 2005 18:04:21 GMT
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gbull wrote on Sat, 20 August 2005 13:43He needs something to bitch about. Posting something positive toward your mod would make him wrong, and for god sakes that might make his e-penis shrink!

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Hydra](#) on Sun, 21 Aug 2005 05:28:37 GMT
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SuperFlyingLiberalTool wrote on Fri, 19 August 2005 11:31
And Chronojam, I'm sure you think you're very witty, but you're not.
You're in no position to say anything about anyone, ESPECIALLY Chronojam.
Do us all a favor and leave.

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Renardin6](#) on Sun, 21 Aug 2005 13:43:14 GMT
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Hydra wrote on Sun, 21 August 2005 00:28Do us all a favor and leave.

Do the same.

Removed by YSL; I hope I don't have to ask Crimson to start restricting picture usage here.

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Dave Mason](#) on Sun, 21 Aug 2005 21:02:03 GMT
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cheekay77 wrote on Sat, 20 August 2005 19:04gbull wrote on Sat, 20 August 2005 13:43He needs something to bitch about. Posting something positive toward your mod would make him wrong, and for god sakes that might make his e-penis shrink!

You really need to stop spamming, post something useful for once.

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Chronojam](#) on Mon, 22 Aug 2005 01:05:37 GMT
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Renardin6 wrote on Sun, 21 August 2005 09:43Hydra wrote on Sun, 21 August 2005 00:28Do us all a favor and leave.

Do the same.

OMG OMG, IR THE 1337, I BASH RETARDIN AND R3BARN! I AM FAT 1337!

Picture.

Renardin, unlike you several times... Hydar has never gone off screaming that he'll never return, and all pictures of him actually load. I'm referring to the fact that all the pictures of you on your forum are X's, including the ones of you looking shitfaced and quite bad off.

So hush. =P

Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Hydra](#) on Mon, 22 Aug 2005 04:03:27 GMT
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It's funny when stupid people try to insult others on the internet.
Retarded6 wrote on Sun, 21 August 2005 09:43Hydra wrote on Sun, 21 August 2005 00:28Do us all a favor and leave.

Do the same.

OMG OMG, IR THE 1337, I BASH RETARDIN AND R3BARN! I AM FAT 1337!

Yeah, a bad picture taken on my old digital camera is the best thing to use to judge my physique by. I'm only a 2nd degree black belt in taekwondo and an offensive lineman on my high school football team.

It'd be an insult to the handicapped to call you retarded, Renardin.

Subject: Re: CnC Reborn Update: Nod Rifle

Posted by [Renardin6](#) on Mon, 22 Aug 2005 07:38:13 GMT

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You started the bashing/stupidity. You get what you deserve.(you should consider to stop eating so much or you will die from heart attack when you will be 50. I saw a pic on renalert when you are even more fat than there(truth)...)

Subject: Re: CnC Reborn Update: Nod Rifle

Posted by [Kholdstare](#) on Mon, 22 Aug 2005 08:10:00 GMT

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Subject: Re: CnC Reborn Update: Nod Rifle

Posted by [Jecht](#) on Mon, 22 Aug 2005 09:19:07 GMT

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Hydra wrote on Sun, 21 August 2005 23:03It's funny when stupid people try to insult others on the internet.

Retarded6 wrote on Sun, 21 August 2005 09:43Hydra wrote on Sun, 21 August 2005 00:28Do us all a favor and leave.

Do the same.

OMG OMG, IR THE 1337, I BASH RETARDIN AND R3BARN! I AM FAT 1337!

Yeah, a bad picture taken on my old digital camera is the best thing to use to judge my physique by. I'm only a 2nd degree black belt in taekwondo and an offensive lineman on my high school football team.

It'd be an insult to the handicapped to call you retarded, Renardin.

Offensive linemen are the smartest people on the football team.
