
Subject: Best Mod!

Posted by [mr£Ä\\$Ä-z](#) on Fri, 07 Sep 2007 21:32:39 GMT

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What do you think? wich mod will be the best?

- 1- Reborn
- 2- APB
- 3- Apocalypse Rising

Currently i think Reborn will be the best mod cuz on APB the tanks have to much health and the technican repairs tanks in 4 secs [I hope they fix that]. From Apocalypse Rising i dont saw much!. And the skins, models etc. on reborn looks greate!

Subject: Re: Best Mod!

Posted by [AoBfrost](#) on Fri, 07 Sep 2007 21:36:40 GMT

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I'd say reborn and apb are neck to neck, i cant really tell, but i myself will download reborn.

Wrong section, topics like this belong in the general area.

Subject: Re: Best Mod!

Posted by [danpaul88](#) on Fri, 07 Sep 2007 21:37:35 GMT

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I will not pick a best as I am obvious biased towards AR and APB, being on their development team. However I believe each of the mods has their own strengths and weaknesses. Reborn has great graphics and models, APB is well established and has a large player base already with excellent models and updates coming up very soon, and AR has a lot of features never before seen together in a Renegade mod, but is still in very early development.

Anyway, voting for a favourite is useless since APB is the only one of the three with a playable public release at this point.

Subject: Re: Best Mod!

Posted by [Gen_Blacky](#) on Fri, 07 Sep 2007 22:28:39 GMT

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I think reborn cause i love tib sun but who knows when that will be out.

Subject: Re: Best Mod!

Posted by [sadukar09](#) on Fri, 07 Sep 2007 22:35:14 GMT

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MadRockz wrote on Fri, 07 September 2007 16:32 What do you think? wich mod will be the best?

1- Reborn

2- APB

3- Apocalypse Rising

Currently i think Reborn will be the best mod cuz on APB the tanks have to much health and the technican repairs tanks in 4 secs [I hope they fix that]. From Apocalypse Rising i dont saw much!. And the skins, models etc. on reborn looks greate!

Umm...wow...!m guessing you haven't played RA.

Subject: Re: Best Mod!

Posted by [Lone0001](#) on Fri, 07 Sep 2007 22:42:08 GMT

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I would say AR since I like RA2 very much though reborn looks very good too

Subject: Re: Best Mod!

Posted by [Zion](#) on Fri, 07 Sep 2007 22:59:38 GMT

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I say Apoc Rising... I'm not being biased or anything... Really! Stop looking at me like that! >_>

Subject: Re: Best Mod!

Posted by [Gen_Blacky](#) on Fri, 07 Sep 2007 23:35:52 GMT

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The Merovingian wrote on Fri, 07 September 2007 17:59 I say Apoc Rising... I'm not being biased or anything... Really! Stop looking at me like that! >_>

Really u don't like it for any reason at all lol

Subject: Re: Best Mod!

Posted by [Genesis2001](#) on Fri, 07 Sep 2007 23:43:54 GMT

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You forgot to mention Scud Storm

Anyway, I think APB and AR will be the best mods. I'm probably a bit more biased towards AR though.

-MathK1LL

Subject: Re: Best Mod!
Posted by [Canadacdn](#) on Sat, 08 Sep 2007 00:27:24 GMT
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LOOK AT MY SIG! JUST LOOK AT IT!

Please?

Click it too.

Subject: Re: Best Mod!
Posted by [mr£Ä\\$Ä-z](#) on Sat, 08 Sep 2007 00:59:09 GMT
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It Sucks!

Subject: Re: Best Mod!
Posted by [Gen_Blacky](#) on Sat, 08 Sep 2007 02:35:15 GMT
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Banish mad rocks for his last comment

Subject: Re: Best Mod!
Posted by [Canadacdn](#) on Sat, 08 Sep 2007 03:36:52 GMT
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MadRockz wrote on Fri, 07 September 2007 19:59 It Sucks!

You cocksucker.

Subject: Re: Best Mod!
Posted by [Jerad2142](#) on Sat, 08 Sep 2007 04:16:51 GMT
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MadRockz wrote on Fri, 07 September 2007 18:59 It Sucks!
Perhaps you suck, Mr. Monkey.
Oh yes and next time, maybe you should get all the mods in.

Subject: Re: Best Mod!
Posted by [Ryu](#) on Sat, 08 Sep 2007 10:29:45 GMT
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Apoc Rising, After seeing some of the behind the scene's stuff, Yah, I can't wait.
Oh right, And Red Alert 2 conversion mods totally kick your ass.

Subject: Re: Best Mod!
Posted by [mr£Ä\\$Ä-z](#) on Sat, 08 Sep 2007 11:39:24 GMT
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No that was only joke Roleplay is awesome too i love the fast cars and the stunts xD

Subject: Re: Best Mod!
Posted by [OWA](#) on Sat, 08 Sep 2007 12:49:58 GMT
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Ra2:AR and APB for obvious reasons. Reborn is graphically good but I'm seriously doubting the gameplay with all those new characters added.

Subject: Re: Best Mod!
Posted by [IronWarrior](#) on Sat, 08 Sep 2007 13:31:44 GMT
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One Winged Angel wrote on Sat, 08 September 2007 13:49Ra2:AR and APB for obvious reasons. Reborn is graphically good but I'm seriously doubting the gameplay with all those new characters added.

I'll don't understand, there are new chracters in APB and in Apoc Rising, so why is Reborn any different?

Subject: Re: Best Mod!
Posted by [Xpert](#) on Sat, 08 Sep 2007 21:37:11 GMT
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I think it's between Reborn and APB. But my choice would be Reborn. APB is just too slow of gameplay for me. I get bored waiting for credits just to buy stuff like a rocket soldier.

Subject: Re: Best Mod!
Posted by [IronWarrior](#) on Sun, 09 Sep 2007 00:30:37 GMT
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Xpert wrote on Sat, 08 September 2007 14:37 I think it's between Reborn and APB. But my choice would be Reborn. APB is just too slow of gameplay for me. I get bored waiting for credits just to buy stuff like a rocket soldier.

Same.

After 5 minute's, then it's fine, as alot of money is rolling in, but at the start, it's just boring, watching everyone shoot at each other or using taunts.

I'll mostly just to join and go in spec mode and fly around as an Ora Truck.

Subject: Re: Best Mod!
Posted by [AoBfrost](#) on Sun, 09 Sep 2007 01:49:56 GMT
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I should try apb since it's all the rave these days, but I dont like big games, but then they teach you how to play, big games means less pressure on you, Hmmmmmmmmmmm.

Subject: Re: Best Mod!
Posted by [Canadacdn](#) on Sun, 09 Sep 2007 05:50:42 GMT
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Subject: Re: Best Mod!
Posted by [Sir Kane](#) on Sun, 09 Sep 2007 20:32:43 GMT
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Reborn sucks.

Subject: Re: Best Mod!

Posted by [mr£Ä\\$Ä-z](#)

on Sun, 09 Sep 2007 20:36:20 GMT

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why? wich mod do u like?

Subject: Re: Best Mod!

Posted by [cmatt42](#) on Sun, 09 Sep 2007 21:32:50 GMT

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IronWarrior wrote on Sat, 08 September 2007 08:31One Winged Angel wrote on Sat, 08 September 2007 13:49Ra2:AR and APB for obvious reasons. Reborn is graphically good but I'm seriously doubting the gameplay with all those new characters added.

I'll don't understand, there are new chracters in APB and in Apoc Rising, so why is Reborn any different?

Because Reborn has units that didn't at all exist in TS/FS.

Subject: Re: Best Mod!

Posted by [IronWarrior](#) on Sun, 09 Sep 2007 22:38:24 GMT

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cmatt42 wrote on Sun, 09 September 2007 16:32IronWarrior wrote on Sat, 08 September 2007 08:31One Winged Angel wrote on Sat, 08 September 2007 13:49Ra2:AR and APB for obvious reasons. Reborn is graphically good but I'm seriously doubting the gameplay with all those new characters added.

I'll don't understand, there are new chracters in APB and in Apoc Rising, so why is Reborn any different?

Because Reborn has units that didn't at all exist in TS/FS.

That wouldn't make any difference to the gameplay.

Subject: Re: Best Mod!

Posted by [PaRaDoX](#) on Sun, 09 Sep 2007 23:52:34 GMT

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you guys will see soon enough

Subject: Re: Best Mod!

Posted by [Canadacdn](#) on Mon, 10 Sep 2007 00:06:38 GMT

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Will someone please pay attention to Roleplay 2?!

Subject: Re: Best Mod!

Posted by [sadukar09](#) on Mon, 10 Sep 2007 00:21:17 GMT

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I think APB should remove ore trucks :v It gets rid of ore truck n00bs ^_^

Subject: Re: Best Mod!

Posted by [R315r4z0r](#) on Mon, 10 Sep 2007 01:41:50 GMT

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Reborn. I have known about it for the longest, and have been following it for the longest. And I love the Tiberium Universe 3x better than the Red Alert Universe. (And I love mechs)

Subject: Re: Best Mod!

Posted by [Genesis2001](#) on Mon, 10 Sep 2007 02:18:43 GMT

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sadukar09 wrote on Sun, 09 September 2007 18:21 I think APB should remove ore trucks :v It gets rid of ore truck n00bs ^_^

Oh ffs. stfu about that...

-MathK1LL

Subject: Re: Best Mod!

Posted by [Ryu](#) on Mon, 10 Sep 2007 02:24:18 GMT

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MathK1LL wrote on Sun, 09 September 2007 21:18 sadukar09 wrote on Sun, 09 September 2007 18:21 I think APB should remove ore trucks :v It gets rid of ore truck n00bs ^_^

Oh ffs. stfu about that...

-MathK1LL

Hey, You was the guy getting me 5000 every second with the ore truck ^_^, thanks for that. <3

Subject: Re: Best Mod!

Posted by [Spice](#) on Mon, 10 Sep 2007 04:12:25 GMT

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Reborn, hands down.

Subject: Re: Best Mod!

Posted by [IronWarrior](#) on Mon, 10 Sep 2007 05:14:51 GMT

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Spice wrote on Sun, 09 September 2007 23:12Reborn, hands down.

x2

Subject: Re: Best Mod!

Posted by [mr£Ä\\$Ä-z](#) on Thu, 03 Jan 2008 16:13:05 GMT

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*** Apocalypse Rising ***

Subject: Re: Best Mod!

Posted by [crazfulla](#) on Thu, 03 Jan 2008 17:06:10 GMT

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Ren 1942 would pwn if people would actually commit to it.

So in its stead I would have to go reborn. - MECHS FTW!

Subject: Re: Best Mod!

Posted by [mr£Ä\\$Ä-z](#) on Thu, 03 Jan 2008 17:48:06 GMT

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Ren 1942 looks interesting

Subject: Re: Best Mod!
Posted by [Sir Kane](#) on Thu, 03 Jan 2008 18:23:07 GMT
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Congratulations on bumping some shitold topic.

Subject: Re: Best Mod!
Posted by [mr£\\$Ä-z](#) on Thu, 03 Jan 2008 19:07:15 GMT
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Congratulations for another stupid post.

Subject: Re: Best Mod!
Posted by [sadukar09](#) on Thu, 03 Jan 2008 19:58:03 GMT
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MadRockz wrote on Thu, 03 January 2008 13:07
Congratulations for another stupid post.
You win faggot of the month award.

Subject: Re: Best Mod!
Posted by [Dealman](#) on Thu, 03 Jan 2008 20:04:19 GMT
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I vote for Tiberian Eclipse, tho it's not for C&C Renegade, it's for crysis.

BUT LOOK THE DARN MODELS AND TEXTURE!

<http://www.moddb.com/mods/9894/tiberian-eclipse>

Subject: Re: Best Mod!
Posted by [mr£\\$Ä-z](#) on Thu, 03 Jan 2008 20:30:19 GMT
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sadukar09 wrote on Thu, 03 January 2008 13:58
MadRockz wrote on Thu, 03 January 2008 13:07
Congratulations for another stupid post.
You win faggot of the month award.
and you faggot of the year

Subject: Re: Best Mod!
Posted by [Sir Kane](#) on Thu, 03 Jan 2008 20:52:46 GMT

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Congratulating yourself there, huh?

Subject: Re: Best Mod!

Posted by [mr£Ä\\$Ä-z](#) on Thu, 03 Jan 2008 21:30:09 GMT

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Nope.

Subject: Re: Best Mod!

Posted by [R315r4z0r](#) on Thu, 03 Jan 2008 21:33:18 GMT

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Reborn, being that TS is my favorite C&C game.

Not APB because it is based off the C&C game I dislike the most. AR... maybe but I need to see more, cause right now it is in the same boat as APB.

Subject: Re: Best Mod!

Posted by [sadukar09](#) on Thu, 03 Jan 2008 21:44:44 GMT

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MadRockz wrote on Thu, 03 January 2008 14:30sadukar09 wrote on Thu, 03 January 2008 13:58MadRockz wrote on Thu, 03 January 2008 13:07Congratulations for another stupid post. You win faggot of the month award. and you faggot of the year I do? I get meatballs of the year award? Thanks.

Subject: Re: Best Mod!

Posted by [Scrin](#) on Thu, 03 Jan 2008 22:44:01 GMT

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Reborn for sure...

Subject: Re: Best Mod!

Posted by [sadukar09](#) on Thu, 03 Jan 2008 23:31:12 GMT

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Scrin wrote on Thu, 03 January 2008 16:44Reborn for sure... Dec. 31st 2006.

Subject: Re: Best Mod!

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 04 Jan 2008 01:35:03 GMT

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sadukar09 wrote on Thu, 03 January 2008 18:31Scrin wrote on Thu, 03 January 2008

16:44Reborn for sure...

Dec. 31st 2006.

It was actually the 25th

Subject: Re: Best Mod!

Posted by [Ryu](#) on Fri, 04 Jan 2008 03:32:53 GMT

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sadukar09 wrote on Thu, 03 January 2008 19:58MadRockz wrote on Thu, 03 January 2008

13:07Congratulations for another stupid post.

You win faggot of the month award.

Actually he wins the "Not sucking dick" award, you on the other hand, won the "Sucking dick" award.

sorry.

Subject: Re: Best Mod!

Posted by [cpjok](#) on Fri, 04 Jan 2008 04:26:45 GMT

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i9dk atuallybut i have already voted for the mod im helping

BFD

so i would say reborn but i havent ever been on multiplayer on it

there is Scud Storm Aswell

but i hate that

so reborn

Subject: Re: Best Mod!

Posted by [Genesis2001](#) on Fri, 04 Jan 2008 05:05:00 GMT

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cpjok wrote on Thu, 03 January 2008 21:26there is Scud Storm Aswell
but i hate that

~MathK1LL

Subject: Re: Best Mod!
Posted by [Dealman](#) on Fri, 04 Jan 2008 12:03:05 GMT
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MathK1LL wrote on Fri, 04 January 2008 06:05cpjok wrote on Thu, 03 January 2008 21:26there is
Scud Storm Aswell
but i hate that

~MathK1LL

It's allright, uhm *cough* I like it.

Subject: Re: Best Mod!
Posted by [DL60](#) on Fri, 04 Jan 2008 12:25:05 GMT
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Reborn for me definitely.

I played APB every new version but it still sucks in a some ways for me because

-of too large boring maps with too less objects (Renegade is not Battlefield)

-bad infantry e.g. why is there no anti-tank infantry in between 4
primary char classes? On some maps you have kill
buildings only with bullets!! And when you lost ur
barracks you can't do something against vehicles.

There are some more smaller things but I don't remember them. These are the worst design
mistaks of APB in my eyes. Don't understand me wrong APB has some very good features like
the mobile gap generators or sea units, some cool sounds and very nice models but they can't
match these bad mistakes.

Reborn has AT infantry in the primary classes and every beta I played had some interesting maps.

Subject: Re: Best Mod!
Posted by [Renardin6](#) on Fri, 04 Jan 2008 12:49:08 GMT
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Sir Kane wrote on Sun, 09 September 2007 22:32Reborn sucks.

The goooooood old "flame/bash mod war"... fun.

We have still to add the map "APB VS REBORN" on both reborn and apb mods...

Imagine: Soviet and Allies units VS GDI and Nod Units on a map! MOD WARS!

Subject: Re: Best Mod!
Posted by [Dealman](#) on Fri, 04 Jan 2008 12:58:26 GMT
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Renardin6 wrote on Fri, 04 January 2008 13:49Sir Kane wrote on Sun, 09 September 2007 22:32Reborn sucks.

The goooooood old "flame/bash mod war"... fun.

We have still to add the map "APB VS REBORN" on both reborn and apb mods...

Imagine: Soviet and Allies units VS GDI and Nod Units on a map! MOD WARS!

That'd be hilarious count me in for Reborn!

Subject: Re: Best Mod!
Posted by [sadukar09](#) on Fri, 04 Jan 2008 13:13:05 GMT
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DeathLink6.0 wrote on Fri, 04 January 2008 06:25Reborn for me definitely.

I played APB every new version but it still sucks in a some ways for me because

-of too large boring maps with too less objects (Renegade is not Battlefield)

-bad infantry e.g. why is there no anti-tank infantry in between 4

primary char classes? On some maps you have kill buildings only with bullets!! And when you lost ur barracks you can't do something against vehicles.

There are some more smaller things but I don't remember them. These are the worst design mistakes of APB in my eyes. Don't understand me wrong APB has some very good features like the mobile gap generators or sea units, some cool sounds and very nice models but they can't match these bad mistakes.

Reborn has AT infantry in the primary classes and every beta I played had some interesting maps.

Ahem, Soldiers do crazy damage against Tanks, when their armor is gone. Some map are infantry only, doesn't mean they suck. And they just added a Mission map.

Subject: Re: Best Mod!

Posted by [DL60](#) on Fri, 04 Jan 2008 13:58:23 GMT

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@sadukar09: As you can read I'm not a hardcore APB player but the rounds I played gave me completely different experiences. A had not a few rounds with destroyed barracks and all players were forced to shoot at the vehicles with rifles. It did no noticable damage to the vehicles. Most times two or three people shot at one tank/apc or whatever. The standard soldiers with their rifles are not a real threat for vehicles. A bit repairing here and there and they can continue killin' helpless players.

Oh overread something in your post sadukar: Okay when their Armor is down but this is nearly impossible with soldiers only and bit repair for the vehicles.

Subject: Re: Best Mod!

Posted by [sadukar09](#) on Fri, 04 Jan 2008 14:01:44 GMT

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Depends on the vehicle, if you are shooting a Tesla Tank or a V2 Rocket, you will notice, if you are shooting a Mammoth Tank...would you do that in Renegade? With the standard rifle?

Subject: Re: Best Mod!

Posted by [DL60](#) on Fri, 04 Jan 2008 14:21:27 GMT

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@sadukar: No I wouldn't but in Renegade I can choose something better against vehicles when my team has no Barracks (and sry forget saying this) and no weaponsfactory (because it got killed then very fast in APB and can't produce enough vehicles for every player).

In Renegade can choose the engi/grenadier/flamethrower.

Subject: Re: Best Mod!

Posted by [sadukar09](#) on Fri, 04 Jan 2008 14:38:06 GMT

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DeathLink6.0 wrote on Fri, 04 January 2008 08:21 @sadukar: No I wouldn't but in Renegade I can choose something better against vehicles when my team has no Barracks (and sry forget saying this) and no weaponsfactory (because it got killed then very fast in APB and can't produce enough vehicles for every player).

In Renegade can choose the engi/grenadier/flamethrower.

You will probably die by n00bjets before you kill anything, or the Tusk missiles by Mammoths.

Subject: Re: Best Mod!

Posted by [sadukar09](#) on Fri, 04 Jan 2008 14:39:28 GMT

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DeathLink6.0 wrote on Fri, 04 January 2008 08:21 @sadukar: No I wouldn't but in Renegade I can choose something better against vehicles when my team has no Barracks (and sry forget saying this) and no weaponsfactory (because it got killed then very fast in APB and can't produce enough vehicles for every player).

In Renegade can choose the engi/grenadier/flamethrower.

Lol double post.

Subject: Re: Best Mod!

Posted by [cnc95fan](#) on Fri, 04 Jan 2008 15:02:16 GMT

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Nice double, double post..

Subject: Re: Best Mod!

Posted by [DL60](#) on Fri, 04 Jan 2008 15:25:55 GMT

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No not so often.

I most cases I can some damage with the mentioned primary charcter classes to enemy vehicles in the base.

Subject: Re: Best Mod!
Posted by [Scrin](#) on Fri, 04 Jan 2008 15:43:54 GMT
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Renardin6 wrote on Fri, 04 January 2008 06:49Sir Kane wrote on Sun, 09 September 2007 22:32Reborn sucks.

The goooooood old "flame/bash mod war"... fun.

We have still to add the map "APB VS REBORN" on both reborn and apb mods...

Imagine: Soviet and Allies units VS GDI and Nod Units on a map! MOD WARS!

rofl!
that map is realy in?

i like idea lol

Subject: Re: Best Mod!
Posted by [OWA](#) on Fri, 04 Jan 2008 17:34:58 GMT
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Renardin6 wrote on Fri, 04 January 2008 12:49Sir Kane wrote on Sun, 09 September 2007 22:32Reborn sucks.

The goooooood old "flame/bash mod war"... fun.

We have still to add the map "APB VS REBORN" on both reborn and apb mods...

Imagine: Soviet and Allies units VS GDI and Nod Units on a map! MOD WARS!

Then AR would totally come out of nowhere and Weatherstorm/Nuke everything xD

My vote still goes to AR for obvious reasons. The possibility of playing pirates with the dreadnauts/aircraft carriers is just epic (if we decided to do it that way).

Now that I've tested Reborn, I understand how each unit plays it's part, therefore I withdraw my previous commnet.

APB is awesome because it is really close to what Red Alert was but in FPS.

Subject: Re: Best Mod!
Posted by [mrŁŁŞÄ-z](#) on Fri, 04 Jan 2008 18:20:41 GMT
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APB will be awesome if they low armor of vehicles and structures and the power of mechanic

Subject: Re: Best Mod!

Posted by [crazfulla](#) on Sun, 06 Jan 2008 04:21:15 GMT

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Congratulations all of you for being a bunch of rofltarded assclowns.

As for renegade 1942, I have actually got some new stuff to post, check the forum.

Subject: Re: Best Mod!

Posted by [Canadacdn](#) on Sun, 06 Jan 2008 04:59:34 GMT

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RP2 may have a new release this month. It's going to be our best version yet.

Subject: Re: Best Mod!

Posted by [Ryu](#) on Sun, 06 Jan 2008 11:16:09 GMT

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Canadacdn wrote on Sun, 06 January 2008 04:59RP2 may have a new release this month. It's going to be our best version yet.

Need a place to host ze map? PM me.

Subject: Re: Best Mod!

Posted by [Dreganius](#) on Sun, 06 Jan 2008 12:51:37 GMT

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I vote... err... uhh... Nothing.

Ren40k isn't a mod yet, so yeah...

Subject: Re: Best Mod!

Posted by [sadukar09](#) on Sun, 06 Jan 2008 13:20:54 GMT

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MadRockz wrote on Fri, 04 January 2008 12:20APB will be awesome if they low armor of vehicles and structures and the power of mechanic

No.

Subject: Re: Best Mod!

Posted by [mr£Ä§Ä-z](#)

on Sun, 06 Jan 2008 15:59:48 GMT

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ok...

Subject: Re: Best Mod!

Posted by [Chronojam](#) on Mon, 07 Jan 2008 08:48:09 GMT

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MadRockz wrote on Fri, 04 January 2008 13:20APB will be awesome if they low armor of vehicles and structures and the power of mechanic

Have you ever tried fighting a light tank with basic infantry in Renegade? Or holy shit, an APC? An Orca? You get mauled by anything that's not a humvee/buggy or transport helicopter. Most infantry are crap at killing buildings beyond their C4, or have a severe handicap.

And transport helicopters are useless if n00bjets are on the map, or even just a humvee which can down them pretty fast.

I wonder if people even play Renegade before making stupid comments. By the way, tesla tanks and shock troopers do internal damage that is harder for mechanics to repair away and slows their healing process.

Subject: Re: Best Mod!

Posted by [Renardin6](#) on Mon, 07 Jan 2008 10:07:14 GMT

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Wise people wouldn't compare APB, AR and Reborn.

These mods are different. And that's good. So everyone can find what he likes.

I supported all the cnc mods, I voted for every mods or indie game released or upcoming ones that are related to the CnC Universe or built on CnC Games. Do the same as me!

Subject: Re: Best Mod!

Posted by [Scrin](#) on Mon, 07 Jan 2008 13:22:04 GMT

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Renardin6 wrote on Mon, 07 January 2008 04:07Wise people wouldn't compare APB, AR and Reborn.

These mods are different. And that's good. So everyone can find what he likes.

I supported all the cnc mods, I voted for every mods or indie game released or upcoming ones that are related to the CnC Universe or built on CnC Games. Do the same as me!

i very like RebornDin

Subject: Re: Best Mod!

Posted by [mr£Ä\\$Ä-z](#) on Mon, 07 Jan 2008 14:25:16 GMT

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Nice Signature Renardin
