
Subject: Tiberium Redux: Superweapons damage
Posted by [Omar007](#) on Fri, 17 Oct 2008 15:04:05 GMT

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We (the Tiberium Redux team) has been discussing what we want to do with the superweapons.

To be more specific we were discussing the damage it should do. We could keep it like renegade which means insta-kill all. But some of us (including me) where thinking making it like Tiberium Wars makes it far more harder game and far more exiting. This would mean it can kill Barracks etc insta but will leave the War Factory with some of it's lives.

We ask in public because it is ofcourse a game for you all so please vote and make a response here:

<http://www.renegadeforums.com/index.php?t=msg&th=30624&start=0&rid=2> 3454

*NOTE: Posted twice because this is for a mod and i needed a poll (should made possible here :/)

Subject: Re: Tiberium Redux: Superweapons damage
Posted by [Omar007](#) on Sat, 18 Oct 2008 08:39:32 GMT

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I added a option to the poll; BOTH

Maybe some of you want to revote now but as first i just left the votes placed untouched.

Subject: Re: Tiberium Redux: Superweapons damage
Posted by [YazooGang](#) on Sat, 18 Oct 2008 14:39:28 GMT

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hey man!

i cant belive ur making a cnc3 mod too

<http://www.moddb.com/games/command-and-conquer-tiberian-wrath>
another one

good luck man!

Subject: Re: Tiberium Redux: Superweapons damage
Posted by [Omar007](#) on Sat, 18 Oct 2008 17:44:00 GMT

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Im working on it for a real long time already.

And we know eachother. They are working on UT3

We are also charring info etc so no problem at all.

Remarkable you noticed it BTW lol
