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Subject: Command & Conquer: Brotherhood Update.

Posted by [Staude](#) on Fri, 24 Oct 2008 15:34:48 GMT

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Hey guys, thought i'd tune in and give you a bit of a update on the newly relaunched Command & Conquer: Brotherhood. (previously known as Rise of Apocalypse)

First off we have some of our new vehicles ingame. They are at this point completely functional. (although some tend to track a bit to the left at this current time)

We also have some new/updated models, maps and Wallpapers:

And finally, what is an update from us without any music ?

In the name of. I'm not sure what to say about this song other than it's awesome.

<http://www.moddb.com/mods/rise-of-apocalypse/videos/in-the-name-of#imagebox>

Convoy. A complete remake of the track used in RoAs first trailer last year. It's really cool

<http://www.moddb.com/mods/rise-of-apocalypse/videos/convoy#imagebox>

Well. That's about it. Hope you enjoyed the update and thanks for reading through till the end.

You can check out much more on our Moddb: <http://www.moddb.com/mods/rise-of-apocalypse>

and on our forums: <http://www.multiplayerforums.com/index.php?showforum=141>

Staude.

Command & Conquer: Brotherhood.

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Subject: Re: Command & Conquer: Brotherhood Update.

Posted by [ArtyWh0re](#) on Tue, 11 Nov 2008 13:17:19 GMT

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I like these, looking good.

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Subject: Re: Command & Conquer: Brotherhood Update.

Posted by [cncnick13](#) on Fri, 28 Nov 2008 03:42:50 GMT

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nice

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