
Subject: [Model Replacement] Reborn Cyborg SBH
Posted by [Di3HardNL](#) on Sat, 20 Jun 2009 15:40:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

Converted the Cyborg from Reborn a while ago, and added reflection and a flash light to it.

(I don't remember if I released this by the way, but I thought it deserves a special topic)

Enjoy.

File Attachments

1) [Reborn cyborg V2 - Di3HardNL.rar](#), downloaded 250 times

Subject: Re: [Model Replacement] Reborn Cyborg SBH
Posted by [Tupolev TU-95 Bear](#) on Sat, 20 Jun 2009 15:41:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

lol already released in ur nod pack

Subject: Re: [Model Replacement] Reborn Cyborg SBH
Posted by [LiL KiLLa](#) on Sat, 20 Jun 2009 15:43:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

true....

and is it the day of release Di3HardNL?

Subject: Re: [Model Replacement] Reborn Cyborg SBH
Posted by [Di3HardNL](#) on Sat, 20 Jun 2009 15:54:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yep, more incoming

Subject: Re: [Model Replacement] Reborn Cyborg SBH
Posted by [LiL KiLLa](#) on Sat, 20 Jun 2009 15:55:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

Di3HardNL wrote on Sat, 20 June 2009 17:54 Yep, more incoming

Subject: Re: [Model Replacement] Reborn Cyborg SBH
Posted by [Tupolev TU-95 Bear](#) on Sat, 20 Jun 2009 15:56:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

YAY

Subject: Re: [Model Replacement] Reborn Cyborg SBH
Posted by [slosha](#) on Sat, 20 Jun 2009 17:52:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

dopeness. I'll be trying it out

Subject: Re: [Model Replacement] Reborn Cyborg SBH
Posted by [DarkKnight](#) on Sat, 20 Jun 2009 19:09:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

now thats cool looking. Still lovin the scream character. ill try that out when i get home from work.

Subject: Re: [Model Replacement] Reborn Cyborg SBH
Posted by [Gen_Blacky](#) on Sat, 20 Jun 2009 19:33:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol I did the same , turned the cyborg back into its gmax state and added the reflection and blinking light. Made it for gdi mini gunner.
