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Subject: Reborn vs Ra1 mod

Posted by [terminator 101](#) on Sun, 21 Dec 2003 07:17:06 GMT

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So, what do you think will be better? It is had to choose for me. On one side, I can't wait to see some cool Tiberian sun units in 3D, on the other side, I can't wayt to see how unbalanced the RA1 mod will be.... I think that someone should also create Generals mod. That would rule.

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Subject: Reborn vs Ra1 mod

Posted by [Aircraftkiller](#) on Sun, 21 Dec 2003 08:07:02 GMT

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Um, you just judged it as being unbalanced because of what? It already came out as 0.9915, the public beta, which Reborn hasn't even come close to releasing yet.

I don't even know why you made this thread. Most of us know that Reborn sucks, there's no competition with Renegade Alert because Reborn sucks too much to be a true competitor.

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Subject: Reborn vs Ra1 mod

Posted by [Ferhago](#) on Sun, 21 Dec 2003 08:22:14 GMT

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Posting crap like this is just asking for a fight.

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Subject: Reborn vs Ra1 mod

Posted by [Cpo64](#) on Sun, 21 Dec 2003 08:50:58 GMT

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OMG that picture is great!

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Subject: Re: Reborn vs Ra1 mod

Posted by [Grendies](#) on Sun, 21 Dec 2003 08:57:06 GMT

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Terminator 101So, what do you think will be better? It is had to choose for me. On one side, I can't wait to see some cool Tiberian sun units in 3D, on the other side, I can't wayt to see how unbalanced the RA1 mod will be.... I think that someone should also create Generals mod. That would rule. You want to see quality 3D models of tib sun units and buildings? Look to the cinemas, not to a mod that uses cheap crappy textures and poorly designed buildings. How is RenAlert unbalanced? Don't give me any of that BS about the soviets being better than the allies.

---

Most of the games I've played in zama were won by the allies, and it wasn't because of unit strength it was because of STRATEGY. You know: team work, using the correct unit for the job, aiming at the enemy, going for weak spots in the defense... The kind of thing that takes intelligence as oppose to basic "point-and-click". Reborn is by comparison far more unbalanced: Nod only has a few infantry types ATM and its defenses are a joke.

Now I generally keep my opinions about this sort of thing to myself, but one thing I can't stand is blatant stupidity. Please THINK before posting a thread like this. If you're going to flame Renalert at least supply some evidence to support your hate.

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Subject: Reborn vs Ra1 mod  
Posted by [Infinint](#) on Sun, 21 Dec 2003 18:42:05 GMT  
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Heres a tip, try playing bolth mods! It fixs alot of problems...

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Subject: Reborn vs Ra1 mod  
Posted by [IRON FART](#) on Sun, 21 Dec 2003 19:27:08 GMT  
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Well, Currently the Renalert team wins by 1,000,000 to 0.  
Simply because It has taken Reborn how many years? (Literally, Years)

Also the absurd lack of updates and NOTHING to show for all the time the community has waited is BAD.

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Subject: Reborn vs Ra1 mod  
Posted by [Sir Phoenixx](#) on Sun, 21 Dec 2003 20:35:08 GMT  
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Our team probably made more public updates in a week or two's time than they have in the entire time that they've been working on that mod.

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Subject: Reborn vs Ra1 mod  
Posted by [U927](#) on Sun, 21 Dec 2003 22:44:27 GMT  
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This thread is useless.

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Subject: Reborn vs Ra1 mod  
Posted by [bigejoe14](#) on Sun, 21 Dec 2003 22:45:40 GMT  
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Reborn sux teh cock.

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Subject: Reborn vs Ra1 mod  
Posted by [Aircraftkiller](#) on Sun, 21 Dec 2003 22:58:49 GMT  
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Hey!! Bashing Reborn is NOT useless!

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Subject: Reborn vs Ra1 mod  
Posted by [TheGunrun](#) on Sun, 21 Dec 2003 23:01:06 GMT  
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Does reborn have anything to do with the reborn mod for zero hour? <http://generalsfiles.com> ?

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Subject: Reborn vs Ra1 mod  
Posted by [bigejoe14](#) on Sun, 21 Dec 2003 23:03:03 GMT  
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Nope.

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Subject: Reborn vs Ra1 mod  
Posted by [terminator 101](#) on Sun, 21 Dec 2003 23:18:15 GMT  
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I have not played any of the mods. I Have no way to know which one is better. The reason why I thought that RA1 mod will be unbalanced was because allies did not have very good defences in RA1, and so on.... But that is just my opinion, I may be wrong. I know almost nothing about both mods, except how the vehicles and other stuff will look like. The main reason why I created this topic was to see peoples opinions on both mods, nevermind my opinion. I am not bashing(or how to spell it) any of the mods, because I can't. I played both Ra1 and Tiberian sun, so I have at least some idea how the mods will look like. I take back what I sayd about the unbalance. I am not good at judging how balanced the sides in any game are. It is good that this forum is not like the official Generals forums where everione just flames people that don't have enough information and jump into bad conclusions, just like I did.

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Subject: Reborn vs Ra1 mod

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Posted by [Renx](#) on Mon, 22 Dec 2003 03:05:37 GMT

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that's ok.....now back to bashing reborn

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Subject: Reborn vs Ra1 mod

Posted by [Gernader8](#) on Mon, 22 Dec 2003 05:05:57 GMT

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Bashing, bashing, bashing, keep those smilies bashing, BASHING!!

---

Subject: Reborn vs Ra1 mod

Posted by [\[REHT\]Spirit](#) on Mon, 22 Dec 2003 15:34:33 GMT

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Gernader8Bashing, bashing, bashing, keep those smilies bashing, BASHING!!

---

If that smiley wasn't funny, I'd have whacked you in the head for it

but, heck, I'll do it anyway!!! \*whacks Gernader8 in the back of the head with a pipe\*  
Loooooooooooooer!

\*runs before the angry mob comes this way\*

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Subject: Reborn vs Ra1 mod

Posted by [sniper12345](#) on Tue, 23 Dec 2003 10:34:38 GMT

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Reborn sucks.

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Subject: Reborn vs Ra1 mod

Posted by [DaveGMM](#) on Tue, 23 Dec 2003 15:36:22 GMT

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The CONCEPT doesn't suck. It's the implication of said concept that has sucked.

I'd love to play TS in the Renegade world. And Reborn could have been good.

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They fucked it up, but "Reborn" doesn't suck, just the product.

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Subject: Reborn vs Ra1 mod

Posted by [IRON FART](#) on Tue, 23 Dec 2003 16:58:01 GMT

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It didn't entirely suck, but could have been better. I don't think that should have been a problem to make a mod out of though, because the game play is essentially Renegade.

What really cracks me up about them is how they take it so seriously as to take a game rereleased in february 2002 to all these game conventions...And they started their own game studio? THAT was funny. It took them years to get close to finishing, and they want to start a game studio...

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Subject: Reborn vs Ra1 mod

Posted by [Sir Phoenixx](#) on Tue, 23 Dec 2003 18:57:08 GMT

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DaveGMMThe CONCEPT doesn't suck. It's the implication of said concept that has sucked.

I'd love to play TS in the Renegade world. And Reborn could have been good.

They fucked it up, but "Reborn" doesn't suck, just the product.

"A Tiberian Sun conversion" is the concept. "Reborn" is the product. And Reborn sucks.

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Subject: Reborn vs Ra1 mod

Posted by [Demolition man](#) on Tue, 23 Dec 2003 20:11:51 GMT

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Sir PhoenixxDaveGMMThe CONCEPT doesn't suck. It's the implication of said concept that has sucked.

I'd love to play TS in the Renegade world. And Reborn could have been good.

They fucked it up, but "Reborn" doesn't suck, just the product.

"A Tiberian Dawn conversion" was the concept. "Renegade" is the product. And Renegade sucks.

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Subject: Reborn vs Ra1 mod

Posted by [Sir Phoenixx](#) on Tue, 23 Dec 2003 22:30:45 GMT

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Was there reason to quoting me and changing what I said? Or did you just need a thread to spam in?

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Subject: Reborn vs Ra1 mod

Posted by [m1a1\\_abrams](#) on Tue, 23 Dec 2003 23:04:12 GMT

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Sir PhoenixxWas there reason to paraphrasing me and changing what I said? Or did you just need a thread to spam in?

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