
Subject: new viechles mod

Posted by [Anonymous](#) on Tue, 13 Aug 2002 07:27:00 GMT

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ok i am now going to finish this list,viechles:mobile turret constructor: NODmoblie guard tower
constructor: GDI mobile auto defense system: NOD/GDI (weapons will vary from side to
side)chemical sprayer tank/jet: NODparatroop chopper: NOD/GDI (drops bots)ion vtol craft:
GDItiburian resistant suit: GDIweapons:improved rail gunautomatic rocket launcher (rapid
fire)super PIC (personal ion cannon)i realize with all this space we might have to get rid of all the
other viechles and weapons,is there any we around this? maybe like another extras code?
