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Subject: Tiberium Sun Mod Question(guys who are making this PLZ read)

Posted by [Anonymous](#) on Sun, 10 Mar 2002 08:07:00 GMT

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I myself was toying with a TS mod 2 things u cant do tho are subterranean units which is a good thing and the tick deploy would probably be impossible to do considering the limitations of the Engine and gameplay reasons. Still i might do some models soon. Just a few things to consider. also infantry there isnt enough infantry types to fill all the positions and limiting it would be a waste so creative thinking is in order.

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