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Subject: CnC Reborn : GDI Hover MRLS

Posted by [Sir Phoenixx](#) on Sun, 12 Sep 2004 23:55:43 GMT

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The rocket launchers should be wider, the missiles shouldn't stick out, the tips should be recessed slightly. And, the ends of the tubes on the back would look better modeled in, they look way too painted on. (This wouldn't add that much more polygons, and if you're going to have the front of the missiles/tubes modeled out, it would make sense to model the rear of them out since those are seen a lot more and are quite noticeable.)

Also, the rear end of the body looks way too thin, the top shouldn't go down that much.

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