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Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [Havoc 89](#) on Thu, 03 Mar 2005 04:05:25 GMT

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Hey guys. I just thought you guys like to know the team over at Tiberian Aftermath have been working really hard lately and have loads of stuff to show you. We posted a portion of what we have in store over at the site.

Tiberian Aftermath is a total conversion modification for Battlefield: Vietnam. There will be two type of versions that we have thought about. The first version is supposed to be about Tiberian Sun, and Firestorm. You will be able to pilot every vehicle from both games except the Cabal guardian unit. I am not sure what it is called, but you know what im talking about. At the moment we've got a whole lot of stuff working ingame. Our coder Mephisto, has been doing an amazing job at coding everything so it feels just right when you get into a unit and start blowing stuff up. You will also be able to chose from a varity of different classes, each with their own unique weapons. Such as the GDI Gaurdian who carries a railgun. The second version, atm we decided it will take place a small while after FS, It will include some new units, but they are classified atm, but that is about all we've discussed about that version because we really are concentrating on the task at hand. The whole team has been doing an amazing job with an update almost every single day. If this keeps up it wont be long till your blowing up everyone else.

We are getting really close to the beta test, and we're positive the testers will be glued to their monitors for a while. We are hoping that it will be some time end of this march. That is if the team keeps on completing projects at the rate at which they are doing right now.

You can check out the latest update that we've just posted. Which includes the completed Mammoth Mark II, The GDI component towers and their upgrades, and the GDI frag grenade (not the same as the grenade disk). For Nod we have, a Finished Tick tank which btw does not deploy for we have limits. The Nod missile silo is next. It has a man operated cluster missile and also a man operated chemical missile. Than we've got the Nod frag grenade, and finally we have the Nod Helipad. Again, this is just a very small portion of what we have been doing for almost 2 months.

MephistoSorry for the lack of updates lately, but I have been very busy with real life, and havent had a chance to update the site, however, we have been very busy, and have a huge back log of stuff to show off. I wont even be posting it all today, so expect to see a couple more updates over the next few days.

We are also in need of a few experianced 2d texture artists that also have experiance in unwrapping models. Any help is appreciated.

You can visit our site by clicking [here](#)

And you can also check out our forums, and ask any questions you may have regarding the mod.

Stay tuned for more update.

Havoc 89

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