

Quote: Most amazing stuff. I especially like the Wolverines. Will you be adding any other mechs?

Things I was thinking:

- the Nod Kerubim seem really, really powerful against buildings. Too powerful, really. One of them winning vs. two Wolverines and the two of them nearly taking down a refinery? It might be good to tone them down a bit.
- the Wolverine chainguns sound dinky. A heavier, faster sound effect would be excellent.
- the Wolverine seems a lot more delicate against Flamethrowers than it might be.
- I heard a different, female AI voice (not the Renegade one) for Nod than the one I heard in the last video you posted on your website. Will you not be using CABAL's voice in the mod? I think it definitely has more of a nostalgic feel for me.

Yes, we will be adding more mechs that exist in Tiberian Sun, which include the Titan, Mammoth Mark II, and Juggernaut.

- We understand that the Kerubim is actually quite strong as it stands right now. The damage settings will be balanced out soon, but remember that the unit isn't cheap, so it deserves quite a bit of fire power (but maybe not that much).
  - The Wolverine chaingun sounds have already been changed. Thanks to Idebo, we have a deeper sound for it.
  - The "female AI voice" heard in that alpha was the standard Renegade one - I guess someone forgot to add the Cabal sound. But yes, a complete set of Cabal and EVA sounds that will replace the Renegade standard ones has already been completed.
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