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Subject: Re: WIP: Tiberium Sun Infantry  
Posted by [Captkurt](#) on Mon, 30 Jun 2003 01:40:00 GMT  
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SpartnIIFirst, these models aren't for a mod or anything, i just got bored one day and started modeling them, but i am considering making a TS mod for BF1942 if im aloud to. Anyway, tel me what you guys think about it, good or bad, just don't insult them :rolleyes:

NOD-Rifleman

<http://www.aeolusmod.com/~spartnii/NOD-RM.jpg>

NOD-Engineer

<http://www.aeolusmod.com/~spartnii/NOD-ENG.jpg>

GDI-Rifleman

<http://www.aeolusmod.com/~spartnii/GDI-RM.jpg>

GDI-Disk Thrower

<http://www.aeolusmod.com/~spartnii/GDI-DT.jpg>

I also have a rocket soldier for NOD but i dunno how he should look or anything, so for the moment he looks like the NOD rifleman, but i did make a Rocket Launcher and missile

<http://www.aeolusmod.com/~spartnii/NOD-W-RL.jpg>

and i used these for concepts

<http://www.aeolusmod.com/~spartnii/NODBackground2.jpg>

<http://www.aeolusmod.com/~spartnii/GDIBackground2.jpg>

Let me know what you all think about them =O)

First of all, the BF42 Renegade idea/name is already taken, it's mine.

C&C\_BF42.mix and C&C\_BattleField\_42.mix are both mine.

Second of all, the models you show here although look ok, they are way too advanced for the era of 1942.

If you'd like to come aboard and help me with the BF42 maps I'm doing, you can email me and we can talk.

But we will not be using any of these models. Like I said, there too modern

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