
Subject: Re: C&C Reborn Beta
Posted by [R315r4z0r](#) on Sun, 01 Aug 2010 17:03:46 GMT
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I'm just saying, they wouldn't remove content from the mod for no reason. The vehicles weren't ready. They had to be balanced and textured, ect. Not even all of the vehicles were in the game at the time, tbh.

Yes, OWA might have been able to fan-rig them, but the point is that they weren't properly fixed up or balanced to work in an actual match.
