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Subject: Re: C&C Reborn Beta

Posted by [Herr Surth](#) on Mon, 09 Aug 2010 08:33:26 GMT

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Dover wrote on Mon, 09 August 2010 03:04R315r4z0r wrote on Sun, 01 August 2010 10:03I'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.

Because the infantry beta was so properly fixed up and balanced? With the railgun that would rapid fire when you clicked repeatedly? Come on now.

The most hilarious one was that killing a cyborg gave you 500 points. Or shooting a GDI turret with a kerubim, through which I got roughly 2000 credits within half a minute. did they ever fix that? I lost interest in the beta after 2 weeks...

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