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Subject: Re: C&C Reborn Beta

Posted by [R315r4z0r](#) on Mon, 09 Aug 2010 11:03:38 GMT

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Dover wrote on Mon, 09 August 2010 04:04R315r4z0r 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.

Yes, yes there were. The balance in that game wasn't swayed in either direction. The things you mention are bugs which have since been fixed. But the game's balance was at a playable level. If the vehicles where included, then one team would have an advantage.

Also, there was a news update a couple of days ago if you care to check it out.

<http://www.cncreborn.eu/forum3/viewtopic.php?f=2&t=3689>

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