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Subject: Re: C&C Tiberium Garden

Posted by [GEORGE ZIMMER](#) on Mon, 17 Oct 2011 23:20:29 GMT

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jonwil wrote on Sun, 16 October 2011 22:46Renegade already has enough character & weapon models for a TD mod, you would just need to figure out some suitable ballance for it all.

For GDI commando = havoc, engineer, grenadier, rifleman and rocket soldier already exist. And for Nod, you would need a commando model (i.e. figure out which Nod soldier to use for the Nod commando) but the chem warrior, engineer, flamethrower, rifleman and rocket soldier already exist.

This was what I thought. Just take out Gunner, Patch, and etc, then balance the existing characters.

Maybe the Black Hand Sniper could be used for the Nod commando? They look pretty badass and commando-y.

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