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Subject: CNC REBORN : BIG UPDATE

Posted by [xpontius](#) on Thu, 17 Jun 2004 23:28:23 GMT

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Tib Sun was my first PC game after purchasing my comp, and I have to agree with some people that some of the the models especially Nod's vehicles are disappointing. I think some of the GDI vehicles look like they've had the work put into them, but Nod is getting the short straw. Artillery doesnt deploy, yet that doesnt give reason to leave out the closed deploy arms on the side, stealth tank looks like the tracks became responsible for holding up tons and tons of weight and arent far back enough. Harvesters proportions and color looks off. If you have ss of ingame visualizations, prove me wrong, Just my 2 cents.

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