

---

Subject: CNC REBORN : BIG UPDATE

Posted by [PointlessAmbler](#) on Sat, 03 Jul 2004 02:49:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I must say I have to agree, the beta released around Christmas was total crap. Here is a list of my grievances with that beta:

- Subterranean units didn't work on all maps, and sometimes didn't work on maps that they should have, and the units were still there on maps where they didn't work
- Whole subterranean system was very clunky anyway (magically teleport underground? WTF? And if you try to come up from underground under a building, you end up ON TOP OF the building?)
- Same problem with Juggernaut (doesn't deploy)
- Hover MRLS has terrible steering, making it very difficult to control
- Orcas too fast to be able to control properly, and they have a chaingun...
- Orca Bombers waaaay too powerful and can kill someone (in one hit, mind you!) repairing in the deepest underground section of building
- Harpies can fire missiles...
- Banshees are practically useless
- Stealth Tanks can win a head on fight with a Titan without having to even use their stealth as an advantage (no hit and run tactics required!)
- Wolverines are clunky and slow
- Jumpjet guys can easily destroy most vehicles
- One of the Nod infantry classes has a pistol that fires three times as fast as a normal pistol for some reason
- GDI defenses blow ass and can easily be wiped out by free Nod Rocket Soldiers
- Have to jump to get out of a couple of buildings
- The RPG launcher fires a tank cannon :/
- Vulcan Cannons have difficulty hitting anything
- Lasers and the Obelisk can attack aircraft
- Tick Tank doesn't have a deploy function
- Artillery doesn't have a deploy function
- What's up with all the infantry you made up?
- Cyborg Commando can survive a 300 foot drop and still have 100 health left
- Cluster Missile is a poorly-altered Nuke
- Light Infantry damage is pathetic, just like in Renegade
- Mammoth Mark II has difficulty leaving its own base, the gates are too small for it and it often gets 'caught' on the Harvester

THAT is what's wrong with Reborn. Get that all fixed and put out an enjoyable game before working on making everything look fancy.

---