
Subject: Suggestions and ideas for Tiberium Evolution
Posted by [Havoc 89](#) on Wed, 30 Jul 2003 16:39:00 GMT
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Post all suggestion and idea that u guys want for the mod.

plz post ur suggestions and ideas so the mod will be more fun than before and more interesting.

Subject: Suggestions and ideas for Tiberium Evolution
Posted by [ohmybad](#) on Thu, 31 Jul 2003 01:01:44 GMT
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Make ts jumpjets

Subject: Suggestions and ideas for Tiberium Evolution
Posted by [Laser2150](#) on Thu, 31 Jul 2003 02:10:45 GMT
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Different Superweapon for GDI and NOD.
Gdi, A10 Airstrike?
Nod, Banshee Strike?

Just some ideas.
make a nod equal to a MMII

Subject: Suggestions and ideas for Tiberium Evolution
Posted by [gendres](#) on Thu, 31 Jul 2003 05:19:33 GMT
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Bring back the old Nod Buggy, just make a model with a generic Nod soldier seated in it. It doesn't matter that it won't change depending on the character you're using. pleeeeeeeeeeease

Subject: Suggestions and ideas for Tiberium Evolution
Posted by [gendres](#) on Thu, 31 Jul 2003 05:20:48 GMT
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Bring back the old Nod Buggy, just make a model with a generic Nod soldier seated in it. It doesn't matter that it won't change depending on the character you're using. pleeeeeeeeeeease

Subject: Suggestions and ideas for Tiberium Evolution

Posted by [boma57](#) on Thu, 31 Jul 2003 05:24:48 GMT

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gendresBring back the old Nod Buggy, just make a model with a generic Nod soldier seated in it. It doesn't matter that it won't change depending on the character you're using. pleeeeeeeeeeease

While they're at it, the original Harvester, the Medium Tank, the Light Tank, the Stealth Tank, the buildings...

Subject: Suggestions and ideas for Tiberium Evolution

Posted by [pulverizer](#) on Thu, 31 Jul 2003 08:04:08 GMT

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hmm.. a ra2 kirov, a ra2 tesla tank, a ts mk2, ts banshee and a titan.

Subject: Suggestions and ideas for Tiberium Evolution

Posted by [Infinint](#) on Thu, 31 Jul 2003 12:10:15 GMT

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all new buildings and more then one super wepos like 500\$ ones that distroy it half way and 2000\$ that do spreding damige like a nuke thats areally a nuke and disroys half the base but has like a 1 minet time between being deployed and the nuke hitting
