
Subject: CnC Reborn : Vehicles Update
Posted by [Renardin6](#) on Sun, 25 May 2008 11:13:43 GMT
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Hi everyone, we are working on the vehicle beta for the moment, it's a huge amount of work. Anyway I took the time to post some screenshots:

You can see more at Reborn Website

Subject: Re: CnC Reborn : Vehicles Update
Posted by [cnc95fan](#) on Sun, 25 May 2008 11:33:52 GMT
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Looking good. Any chance of those.. things, like red-orange weed things, if you attack them, they shoot out poison gas, any chance of those in maps?

Subject: Re: CnC Reborn : Vehicles Update
Posted by [mrÃ£Ã§Ã·z](#) on Sun, 25 May 2008 11:38:06 GMT
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BIG

Subject: Re: CnC Reborn : Vehicles Update
Posted by [Renardin6](#) on Sun, 25 May 2008 11:42:20 GMT
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Subject: Re: CnC Reborn : Vehicles Update
Posted by [Stefan](#) on Sun, 25 May 2008 11:53:07 GMT
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Looks like it's finally nearing a release

Subject: Re: CnC Reborn : Vehicles Update
Posted by [Goztow](#) on Sun, 25 May 2008 12:06:03 GMT
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madrackz wrote on Sun, 25 May 2008 13:38BIG

Subject: Re: CnC Reborn : Vehicles Update
Posted by [mr&A&szac;](#) on Sun, 25 May 2008 12:50:56 GMT
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don't you think APC needs to be a BIT smaller?

Subject: Re: CnC Reborn : Vehicles Update
Posted by [trooprm02](#) on Sun, 25 May 2008 12:58:05 GMT
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Ya, like the MK2 should be big, but that's just wayyyyy past that, I'm sure many people agree on making it atleast a bit smaller. Other than that, wow, its well done

Subject: Re: CnC Reborn : Vehicles Update
Posted by [sadukar09](#) on Sun, 25 May 2008 14:01:55 GMT
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Why is the Juggernaut like, 2x bigger than the Titan? Aren't they using the same chassis?

Subject: Re: CnC Reborn : Vehicles Update
Posted by [Renarding6](#) on Sun, 25 May 2008 14:33:22 GMT
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nope

File Attachments

1) [size.jpg](#), downloaded 2047 times



Subject: Re: CnC Reborn : Vehicles Update

Posted by [reborn](#) on Sun, 25 May 2008 14:35:20 GMT

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Some of the units have even been scaled down.

Subject: Re: CnC Reborn : Vehicles Update

Posted by [sadukar09](#) on Sun, 25 May 2008 17:34:50 GMT

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In game it's the same size, meh.

Subject: Re: CnC Reborn : Vehicles Update

Posted by [liquidv2](#) on Sun, 25 May 2008 18:06:18 GMT

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that looks fucking awesome
seriously, good job

Subject: Re: CnC Reborn : Vehicles Update

Posted by [_SSnipe_](#) on Sun, 25 May 2008 19:45:06 GMT

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fuck i cant wait idk why but from what i see juggernaut is my fav

Subject: Re: CnC Reborn : Vehicles Update

Posted by [IronWarrior](#) on Sun, 25 May 2008 19:45:30 GMT

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Looking hot.

Subject: Re: CnC Reborn : Vehicles Update
Posted by [Spoony](#) on Sun, 25 May 2008 19:47:00 GMT

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Looks very good.

Subject: Re: CnC Reborn : Vehicles Update
Posted by [Herr Surth](#) on Sun, 25 May 2008 20:07:32 GMT

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I fear that the Mammoth will either be useless or overpowered.

Subject: Re: CnC Reborn : Vehicles Update
Posted by [Starbuzz](#) on Sun, 25 May 2008 20:57:54 GMT

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Good job, guys.

Subject: Re: CnC Reborn : Vehicles Update
Posted by [mrÃ£Ã§Ã¢·z](#) on Sun, 25 May 2008 21:02:30 GMT

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Surth wrote on Sun, 25 May 2008 15:07I fear that the Mammoth will either be useless or overpowered.

Yes im sure it can run over all Structures and Tanks

Subject: Re: CnC Reborn : Vehicles Update
Posted by [reborn](#) on Sun, 25 May 2008 23:09:31 GMT

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The thing is huge, it will be easy to hit with anti vehicle weapons. You can't really dodge back and forth to miss shells and plasma rifles in something that's nearly as big as a War Factory.

Subject: Re: CnC Reborn : Vehicles Update
Posted by [IronWarrior](#) on Sun, 25 May 2008 23:15:03 GMT

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Oh am so gonna look forward to camping with that thing!

Subject: Re: CnC Reborn : Vehicles Update

Posted by [Aircraftkiller](#) on Mon, 26 May 2008 02:00:33 GMT

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Everything really looks way too clean. I'd suggest running a film of sand or dirt over each vehicle and building. The entire environment is either snow or dirt so it'd look a lot more true to TS if the vehicles weren't so fresh out of the factory, regardless of whether or not they are.

Otherwise, I like it.

Subject: Re: CnC Reborn : Vehicles Update

Posted by [GEORGE ZIMMER](#) on Mon, 26 May 2008 02:23:23 GMT

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Yeah, I'm sure it's not that hard to throw a few sand and snow effects as different skins for vehicles after the finished versions.

Regardless, my once khaki pants are now much whiter.

Subject: Re: CnC Reborn : Vehicles Update

Posted by [IronWarrior](#) on Mon, 26 May 2008 03:05:04 GMT

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Well, as a vehicle has just been built in the War Factory how can it be dirty already? xD

Clean it should be.

Subject: Re: CnC Reborn : Vehicles Update

Posted by [_SSnipe_](#) on Mon, 26 May 2008 04:06:47 GMT

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IronWarrior wrote on Sun, 25 May 2008 20:05Well, as a vehicle has just been built in the War Factory how can it be dirty already? xD

Clean it should be.

correct

Subject: Re: CnC Reborn : Vehicles Update
Posted by [Blazer](#) on Mon, 26 May 2008 05:41:45 GMT
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He said the buildings as well...why would they be shiny clean?

Subject: Re: CnC Reborn : Vehicles Update
Posted by [Aircraftkiller](#) on Mon, 26 May 2008 06:12:23 GMT
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Blazer: that's right. You know why? The TS scenes showed each vehicle being caked in mud or dirt. It doesn't matter if they're fresh out of the factory, the moment they hit that dirt laden air it'll mess them up. I'm sure I can't be the only one who sees clean vehicles inside a hellish environment being like a sore thumb.

Subject: Re: CnC Reborn : Vehicles Update
Posted by [_SSnipe_](#) on Mon, 26 May 2008 06:24:18 GMT
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like a script...the longer the vech fights the more dirty it gets

Subject: Re: CnC Reborn : Vehicles Update
Posted by [ErroR](#) on Mon, 26 May 2008 07:39:26 GMT
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That's damn nice too bad i don't like the stile of the game i mean too futuristic and i don't like the strategy c&c games but it's very good job and some stuff i just very nice would be cool if you remade a few of renegade vechs/weps cuz some of them are too "square"

Subject: Re: CnC Reborn : Vehicles Update
Posted by [Chuck Norris](#) on Mon, 26 May 2008 11:46:57 GMT
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Surth wrote on Sun, 25 May 2008 15:07I fear that the Mammoth will either be useless or overpowered.

Ditto. I get the feeling of the former, just like in Renegade, it'll be near useless.

Update's looking good though. I just hope Renegade-X and Reborn get released before Renegade dies any more.

Subject: Re: CnC Reborn : Vehicles Update
Posted by [OWA](#) on Mon, 26 May 2008 15:39:37 GMT
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I agree with Aircraftkiller and Blazer here. The atmosphere of Tiberian Sun made sure that anything that saw the light of day got fairly dirty.

Tiberian Sun was apocalyptic so yeah...

With a little more direction past the nostalgia value this could be fun.

Subject: Re: CnC Reborn : Vehicles Update
Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 26 May 2008 20:54:28 GMT
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Chuck Norris wrote on Mon, 26 May 2008 07:46 Surth wrote on Sun, 25 May 2008 15:07 I fear that the Mammoth will either be useless or overpowered.

Ditto. I get the feeling of the former, just like in Renegade, it'll be near useless.

Update's looking good though. I just hope Renegade-X and Reborn get released before Renegade dies any more.

I'm confident they will

Subject: Re: CnC Reborn : Vehicles Update
Posted by [Renarding6](#) on Tue, 27 May 2008 09:23:25 GMT
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Aircraftkiller wrote on Sun, 25 May 2008 21:00 Everything really looks way too clean. I'd suggest running a film of sand or dirt over each vehicle and building. The entire environment is either snow or dirt so it'd look a lot more true to TS if the vehicles weren't so fresh out of the factory, regardless of whether or not they are.

Otherwise, I like it.

not my best skill (sand and dirt) but if you want to give a try or tell me how you see it and do it. Just do.

Anyway I will sure get into that after the release. I have other stuff to do first. But yeah, I need to find a way to add dirt.

Subject: Re: CnC Reborn : Vehicles Update

Posted by [_SSnipe_](#) on Tue, 27 May 2008 13:50:20 GMT

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Renardin6 wrote on Tue, 27 May 2008 02:23Aircraftkiller wrote on Sun, 25 May 2008 21:00Everything really looks way too clean. I'd suggest running a film of sand or dirt over each vehicle and building. The entire environment is either snow or dirt so it'd look a lot more true to TS if the vehicles weren't so fresh out of the factory, regardless of whether or not they are.

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guys added another month

Subject: Re: CnC Reborn : Vehicles Update

Posted by [IronWarrior](#) on Tue, 27 May 2008 16:57:40 GMT

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I blame the community for how long it takes Reborn to come out.

More super duper suggestions you guys have, adds a other month the vehicle beta.

Subject: Re: CnC Reborn : Vehicles Update

Posted by [GEORGE ZIMMER](#) on Tue, 27 May 2008 18:37:22 GMT

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Yeah, I'd say small shit like that should be done as a patch after all the important stuff has been done.

Subject: Re: CnC Reborn : Vehicles Update

Posted by [IronWarrior](#) on Tue, 27 May 2008 19:07:37 GMT

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Cabal8616 wrote on Tue, 27 May 2008 13:37Yeah, I'd say small shit like that should be done as a patch after all the important stuff has been done.

Yep, jesus some fans could make some skins if they so concerned over dirt. :/

I don't really care if a vehicle is clean or not, but since it just been produced in the weapons, it

would be clean, it makes sense, it's like what came first, chicken or the egg. :/

If there was someway to show dirt as time goes by, that be cool, you can show damage right why not dirt?

Subject: Re: CnC Reborn : Vehicles Update

Posted by [Lone0001](#) on Tue, 27 May 2008 23:06:28 GMT

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Renegade fans can complain about anything even if it is a tiny thing I'm sure EA knows this.

Subject: Re: CnC Reborn : Vehicles Update

Posted by [Feetseek](#) on Wed, 28 May 2008 00:18:19 GMT

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IronWarrior wrote on Tue, 27 May 2008 12:07Cabal8616 wrote on Tue, 27 May 2008 13:37Yeah, I'd say small shit like that should be done as a patch after all the important stuff has been done.

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Old, dirty, re-used metal might be used in the factory. That'd make the vehicles have a sandy look.

Subject: Re: CnC Reborn : Vehicles Update

Posted by [IronWarrior](#) on Wed, 28 May 2008 01:35:22 GMT

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Feetseek wrote on Tue, 27 May 2008 19:18IronWarrior wrote on Tue, 27 May 2008 12:07Cabal8616 wrote on Tue, 27 May 2008 13:37Yeah, I'd say small shit like that should be done as a patch after all the important stuff has been done.

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If there was someway to show dirt as time goes by, that be cool, you can show damage right why not dirt?

Old, dirty, re-used metal might be used in the factory. That'd make the vehicles have a sandy look.

That wouldn't make any difference, since it be given a paint job.

Subject: Re: CnC Reborn : Vehicles Update
Posted by [Aircraftkiller](#) on Wed, 28 May 2008 01:41:14 GMT

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It's people like you that made Reborn suck to begin with. Now that people are giving them proper feedback instead of fellatio, we might get a better product out of them. If you want subpar quality go play "wii" games. If you want something better, expect it out of the developers. I'm sure they'd be happy to oblige considering a better product makes for a happier community.

Subject: Re: CnC Reborn : Vehicles Update
Posted by [Muad Dib15](#) on Wed, 28 May 2008 02:00:47 GMT

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CAN YOU COME BACK TO LEAD THE TEAM ACK?!! they seriously need you.

Subject: Re: CnC Reborn : Vehicles Update
Posted by [cmatt42](#) on Wed, 28 May 2008 02:33:09 GMT

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Muad Dib15 wrote on Tue, 27 May 2008 21:00CAN YOU COME BACK TO LEAD THE TEAM ACK?!! they seriously need you.
He never led Reborn.

Subject: Re: CnC Reborn : Vehicles Update
Posted by [Aircraftkiller](#) on Wed, 28 May 2008 02:50:21 GMT

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I have a 10 month old daughter, I work part time, and I go to school full time. I can't lead any large mod team right now, much less work on one unless it's my own project with my own direction. Besides, they're doing fine as it stands now.

Subject: Re: CnC Reborn : Vehicles Update
Posted by [Renarding6](#) on Wed, 28 May 2008 18:09:38 GMT

You are a dad! wow, congratulations!

I didn't know. Well I discussed with Reborn (the guy not the mod) and we found a way to make everyone happy about the dirty aspect or clean aspect of vehicles. This news will come with the completion of the harvester which will be the first vehicle using that 'new' feature. Stay tuned.
