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Subject: Re: C&C Tiberium Garden

Posted by [Spoony](#) on Sun, 16 Oct 2011 11:17:25 GMT

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will you be keeping the Renegade infantry? cos most of them weren't in tiberian dawn.

it might be a nice change to have just the C&C infantry.

i.e. minigunner, grenadier, flamethrower, rocket soldier, chem warrior, commando, and technician/engineer. most of them considerably beefed up, so e.g. minigunners could damage heavy vehicles, flamethrowers were actually good anti-infantry etc. but i guess engineers couldn't repair vehicles in the field.

i guess the GDI airstrike probably isn't feasible, eh

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