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Subject: Counters? New units.

Posted by [Anonymous](#) on Wed, 03 Jul 2002 13:35:00 GMT

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One thing I've realized is that GDI can easily counter all of Nod's tech, and they don't need another unit to do it. The only two things I find truly annoying about renegade's tech is the use of RA1's SSM launcher(called V2 in RA1) in place of the TD SSM, and the replacement of the real chinook with a CH-46, which everyone mistakenly calls a chinook anyway. Apart from that, Renegade needs no alterations to be a better game, with the exception of a possible patch to reduce the lag(and make mammoths able to run over recons).

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