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Subject: Counters? New units.

Posted by [Anonymous](#) on Mon, 01 Jul 2002 14:44:00 GMT

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why do you really care about the C&C stroyline? its not very deep and westwood never really put much thought into it, they where way more concerned with making a great game with good balancing and grapichs. the storylines are supposed to be different, they just make refrences to make people think to hard about there dull storyline, what about generals? where does that fit in the c&c stroyline? who cares, just play it like a final fantrasy game, its a different world each time but keeps some of the same things from the other versions.

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