
Subject: Counters? New units.

Posted by [Anonymous](#) on Mon, 01 Jul 2002 01:28:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

ok I guess some1 has to explain this to u people. WESTWOOD ****ED UP THE STORYLINE!!!!!!!!!!!!!! There I have said it. TD (which Renegade is based off of just so some idiots know) is set to be around 1990's I believe, they have a few advanced technology that we don't quite have yet. RA is made to be a World War 2/cold warish game. However, through Einstein they have many new technology like chrono, iron curtain, and so on so forth. If you haven't noticed a lot of what was in RA actually exists, except for what Einstein did and Tesla Coils. RA was INTENDED on being a PREQUEL to TD cause they make several references to the future of Nod, and the guy who plays Kane talks about that. This to once confused me greatly. TS was made, pretty much nothing has no effect on you confusion (I hope). WW decides that they need to make a sequel to RA cause it was their best game. Everything woulda been fine if they hadn't done that. But they did, RA2 is a more bizarre game than all CnC games ever made. So now everyone must no longer like the idea of RA, TD, and TS in that order. Rather Ra and RA2 being their own little world. TD and TS being their own world. and Generals being its own world, a NEW world at that. Now on the addition to new units: no new units need to be implemented in the game. This game is perfectly balanced as it is, some people may not agree, but the number of tanks isn't a big deal, GDI's Mammoth tank could be considered 2 tanks so there u happy its equal. But the only thing I could think of like that is have a middle-of-the-road engineer and that isn't even needed at all. It would be cool if they can figure out a way to have a chinook carry a tank.
