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Subject: Counters? New units.

Posted by [Anonymous](#) on Sun, 30 Jun 2002 14:20:00 GMT

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I think that there needs to be new units. Epecially on GDI, where they have 5 vehicles, as opposed to Nod's 6, and they need a counter to Nod's Stealth tech. Chrono troops, perhaps? I also think that there needs to be Rocket Pack Troops. On very many games of City\_Flying, Nod always goes for the WF, and takes it out before anyone can respond, and it knocks out our air support. I think there should be some way to maintain flight abilities even when the WF is down. I think that these are reasonable suggestions, and practical, too. There were flying infantry in RA2, as well as chrono units. What happened? If WW/EA does not implement this stuff, they will have to explain how the Chrono/Inf. flight/Prism/Tesla technologies were lost. Add your own suggestions for (reasonable, please) new units and counters to Stealth Tech.

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