I think i figured out a way in which one GDI could see stealth troopers or stealth tanks. When you mod a infantry unit, you can set him to which side he will be as (GDI or Nod) when you moded him, you can put him into the GDI's extra PT for maybe about $800? Now since this unit is Nod, i think he will be able to only SEE the stealth troopers, he won't be able to kill them, unless friendly fire is on. so, in a way, this unit could be a spy, he could maybe read the Nod's conversation, and go into the base and see what Nod is planning. i think the only flaw to this unit is that he might get shot by the Advanced Gaurd tower, and some people will act stupid and kill there own base with this unit. i HAVEN'T tested to see if this unit will work, i am simply giving an idea.