
Subject: Crates,Crashes,Recon Bikes?

Posted by [EatMyCar](#) on Mon, 31 Jan 2005 17:18:31 GMT

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Ok. ive (finally) gotten off my ass and downloaded RG. praticlly crapped myself. this thing is AMAZING. it adds alot more to the gameplay(crashes,crates,ect.) just few things that annoy me...

1:Crates. ok,i love them,but when i get a Visc/Tiberium Death Crate,it kills me,and the visceroid just sits their,frozen. it will not move,attack,ect. it does nothing.

2:The crashes,kick ass idea. will their be more added? ::coughmammiecough::

3:How about adding the Recon bike to Nod's Side? i mean,what harm can it do? GDI already is loaded up on armor,and Nod needs an AA unit for CITY_Flying and other maps. they just get flattened their,without Apache support. and besides,it wouldnt upset the gameplay alot. (except in Feild,just gotta keep them out of the tunnels to prevent Base to base...)
