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Subject: Re: Command & Conquer: Red Alert 3  
Posted by [Starbuzz](#) on Fri, 15 Feb 2008 01:07:09 GMT  
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I am sure they will change certain structures and units. I sure hope so...that pig-like double barreled tank does not deserve to stay. But looks like EA will be making heaps of money by making games like this using the C&C theme.

The way the words in the site are written, it looks like they are going to keep the humorous, whacky, funny formula of RA2.

The bright maps is something I will definitely enjoy. I hope the Soviet babe in the poster (with a Dragunov sniper rifle) is a controllable unit.

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