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Subject: Stealth Trooper weakness

Posted by [nastym4n](#) on Mon, 10 May 2004 15:29:09 GMT

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gibberish

However I don't expect WW to do this, so on a more practical note:

dont worry, everytime I build a map I look at this.

Im about 30 so im not throwing in "wouldnt it be great to have a STEALTH MAMMY!!", but instead looking at ways to drag fun out of the game:

reduce PWin and camping and get some ACTION going.

You can certainly see this in evidence in my map Outpost - the map with the GDI stealth unit. Put that one in your pipe and smoke it!

I have 3 new maps scheduled for release and you can expect to see:

strengthened and point-reduced Transport Copters.

GDI stealth unit (infantry, only 1).

possible limitations to unit availability.

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