
Subject: NEW UNIT: Bomb Specialist
Posted by [Madtone](#) on Tue, 27 Apr 2004 18:44:31 GMT
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A possible new unit Bomb specialist?

Carrys around bombs, a few kinds of course.

Specialise's in Arming and Disarming.

Any ideas?

Subject: NEW UNIT: Bomb Specialist
Posted by [Jaspah](#) on Tue, 27 Apr 2004 19:08:55 GMT
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We already have that. Also known as the Technician. :rolleyes:

Subject: NEW UNIT: Bomb Specialist
Posted by [Madtone](#) on Tue, 27 Apr 2004 19:17:03 GMT
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No i mean this guy is like THE bomb guy, he can disarm bombs quicker, he's very expensive, easy to kill (so the team has to defend him well), a few new kinds of bombs maybe a tripwire bomb like in Duke Nukem for example.

He's the weak, skinny, short an young guy AKA The New Guy, lol!

Im just giving a few ideas, anyone else got any input?

Subject: NEW UNIT: Bomb Specialist
Posted by [HaZarD26](#) on Wed, 28 Apr 2004 01:55:51 GMT
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Once you add a unit, in my opinion, it is a mod. Not a balance issue or fix.

Subject: NEW UNIT: Bomb Specialist
Posted by [Mad Ivan](#) on Wed, 28 Apr 2004 08:02:34 GMT
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agreed.If you want a mod with a Bomb dood - <http://www.cncreborn.de>

BTW, i liked that movie

Subject: NEW UNIT: Bomb Specialist
Posted by [Deactivated](#) on Wed, 28 Apr 2004 11:28:44 GMT
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Commando... hand grenades, C4 explosives... enough explosives for ya?

Subject: NEW UNIT: Bomb Specialist
Posted by [m1a1_abrams](#) on Wed, 28 Apr 2004 12:19:09 GMT
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I had an idea the other day that I forgot to mention. In many ways, the Dead 6 and the Black Hand collectively represent the C&C "Commando", since they're the special operations teams for GDI and Nod respectively. It might make more sense for only the Engineer classes and the Dead 6/Black Hand to have C4 explosives. Why should all the regular infantry be carrying packs of C4? Just so they can throw them on the floor at the start of the map to get cheap kills? People generally use Hotwires/Technicians exclusively to blow up buildings from the inside, so it's kind of redundant.

Subject: NEW UNIT: Bomb Specialist
Posted by [TnTANDY](#) on Wed, 28 Apr 2004 23:38:13 GMT
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C&C Renegade is set in Tiberian Dawn.
I never saw a bomb specialist, except for in the Red Alert series I think.

Subject: NEW UNIT: Bomb Specialist
Posted by [Deactivated](#) on Thu, 29 Apr 2004 13:01:49 GMT
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TnTANDYC&C Renegade is set in Tiberian Dawn.
I never saw a bomb specialist, except for in the Red Alert series I think.

It was. But not since when Dan Cermak joined.
The bomb specialist in C&C was the Commando.
For Red Alert, it was Tanya.

Subject: NEW UNIT: Bomb Specialist
Posted by [Slash0x](#) on Thu, 29 Apr 2004 15:28:32 GMT

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I remember I had to take out bases with that one guy, how boring was that level. ...

Subject: NEW UNIT: Bomb Specialist
Posted by [TnTANDY](#) on Thu, 29 Apr 2004 23:14:20 GMT

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Then Seaman has answered my answer (if that makes sense).
We already have our commandos, who come equipped with Timed c4 (but not enough to destroy buildings with)

Sugeestion:

Give Commandos more Timed C4, or just the one powerful Timed C4!

Subject: NEW UNIT: Bomb Specialist
Posted by [Madtone](#) on Fri, 30 Apr 2004 00:51:18 GMT

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Yes, i agree with Andy on this one.

One big time c4 or more smaller ones.

Subject: NEW UNIT: Bomb Specialist
Posted by [Rex](#) on Fri, 30 Apr 2004 16:19:38 GMT

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Subject: NEW UNIT: Bomb Specialist
Posted by [Rex](#) on Fri, 30 Apr 2004 16:20:28 GMT

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HaZarD26Once you add a unit, in my opinion, it is a mod. Not a balance issue or fix.

Subject: NEW UNIT: Bomb Specialist
Posted by [icedog90](#) on Sat, 01 May 2004 02:58:21 GMT

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What about the Grenadier unit? That is actually in TD which is not included in Renegade.

Subject: NEW UNIT: Bomb Specialist

Posted by [flyingfox](#) on Sat, 01 May 2004 05:07:04 GMT

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Quote:Give Commandos more Timed C4, or just the one powerful Timed C4!

What a good idea! Let them take out buildings on their own as well as shoot down aircraft & hummvees & buggies & artillery & MRLS & infantry as if they were paperweights! I'm sure it'll be a lot of fun buying anything other than a havoc, because they'll be pushing up daisies 2 seconds after running into the field!! "ahahahaha I shot you and you're DEAD haha ownt n00b!!" KABOOM, hear that? You just lost your Barracks and you're in for an enjoyable 20 minutes as they flock into your base like parasites blowing the rest of your buildings up theirselves while killing you in 1 hit as you try to defend!! Fun for the whole family right here!! Or more likely they'll make theirselves at home on the 2 skyscrapers surrounding your base, as you lose in a poker match inside the Weapons Factory to be the one who looks outside to see what's going on, when you get shot in the leg which somehow contains enough power to kill you instantly!! *

*Note: Do not take above post seriously.

Subject: NEW UNIT: Bomb Specialist

Posted by [Drkpwn3r](#) on Sat, 01 May 2004 06:37:48 GMT

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icedog90What about the Grenadier unit? That is actually in TD which is not included in Renegade. I believe that the grenadier unit IS in Renegade, on GDI to be exact. The only real difference is that the grenadier in Renegade has a grenade launcher instead. :rolleyes:

Subject: NEW UNIT: Bomb Specialist

Posted by [Vitaminous](#) on Mon, 03 May 2004 21:29:25 GMT

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Which is lame.
