
Subject: extras fnkqrrm

Posted by [KIRBY098](#) on Tue, 04 May 2004 17:32:09 GMT

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Will Blackhand be enabling these characters for both sides?

Subject: extras fnkqrrm

Posted by [Renx](#) on Tue, 04 May 2004 18:32:12 GMT

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Just so you know, you only have to type "extras"

Subject: extras fnkqrrm

Posted by [Majiin Vegeta](#) on Tue, 04 May 2004 18:50:54 GMT

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RenxJust so you know, you only have to type "extras"

"extras" never works for me ive always had to type fnkqrrm

but i will try again to see later

Subject: extras fnkqrrm

Posted by [PhrozenUnit](#) on Tue, 04 May 2004 19:54:17 GMT

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Nah, even extras is too much. just type in ex

Subject: extras fnkqrrm

Posted by [KIRBY098](#) on Tue, 04 May 2004 19:58:30 GMT

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Who gives a rat's ass what you type. That isn't the focus of this topic.

Subject: extras fnkqrrm

Posted by [Naamloos](#) on Tue, 04 May 2004 20:30:18 GMT

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There should be more extra`s, like to be able to play as the ship mate or viscoroids or something.

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Posted by [flyingfox](#) on Tue, 04 May 2004 22:45:15 GMT

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What he's asking (or suggesting) is that these characters should be available normally instead of secret.

I think it would rock. It's definately possible to incorporate every extra as alternative suits for characters, such as making logan an alternative deadeye by using a yellow arrow beside him.

A good way to create variety in the game without any balance differences at all. I'd also like to see the light tank from C&C_Woodland as an alternative light tank in these fixed maps.

Subject: extras fnkqrrm

Posted by [Rex](#) on Wed, 05 May 2004 14:58:32 GMT

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Before people start requesting more and more....

Keep in mind that we are not making a mod like RenAlert, OPFB or Reborn.

I think Logan could be a good alternative, but I wouldn't add those ugly extra vehicles, nor the other extra units...

Subject: extras fnkqrrm

Posted by [KIRBY098](#) on Wed, 05 May 2004 15:23:48 GMT

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The difference is this:

These were released as PART OF the game, albeit a hidden part.

Thier introduction wouldn't unbalance gameplay, as they have weapons that are used by other units, just a different appearance. Thier price ranges would need tweaking, and thier avatars would also.

The vehicles were pretty useless, so I could see leaving them out, but they would be fun in an urban level where pickups, and cars WOULD BE/ARE used by military patrols for thier speed, and manauverability.

Subject: extras fnkqrrm

Posted by [Protoberance](#) on Wed, 05 May 2004 15:24:33 GMT

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Nod extra units are unfair because they get healed by tiberium and tiberium based weapons.

Subject: extras fnkqrrm

Posted by [KIRBY098](#) on Wed, 05 May 2004 15:30:02 GMT

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ProtoberanceNod extra units are unfair because they get healed by tiberium and tiberium based weapons.

That's not unfair. It's game design, and part of the mutant based theme that is the Command And Conquer Universe.

Tiberian Dawn was the begining of this genesis to mutant based life. They should be in here.

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Posted by [Protoberance](#) on Wed, 05 May 2004 23:24:52 GMT

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KIRBY098

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Imo you re one of the players who have to use extras to use the unfair advantages the mutants offer. Why do you think they werent directly integrated into the multiplayer ?

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Posted by [Majiin Vegeta](#) on Wed, 05 May 2004 23:37:19 GMT

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KIRBY098The difference is this:

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it would be great on GDI when your vehicle limit is taken up by n00bs in useless sedans.. ofcourse its gonna unbalance the game

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Posted by [KIRBY098](#) on Thu, 06 May 2004 12:04:13 GMT

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ProtoberanceKIRBY098

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Hardly. I am a very good player.

If a mutant at half health in a Tib field can't be killed, then quite frankly, you deserve to lose. They just aren't that hard to kill, and the tib only refills thier health, not armor. Two hits with a med, and they are toast. And really, does the Flechette gun do that much more damage than any other basic weapon?

You are the kind of player who cannot adapt to new tactics, and can't think outside the normal bounds of warfare.

Or simply put, the loser.
