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Subject: Unstealth generator  
Posted by [ErroR](#) on Mon, 28 Jul 2008 11:43:29 GMT  
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A small (or big ) generator that would unstealth an areat the range of the gdi base could help cuz stanks are overpowered and you never hear it's engine sound 0.o

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Subject: Re: Unstealth generator  
Posted by [Goztow](#) on Mon, 28 Jul 2008 12:11:21 GMT  
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Stanks are not overpowered.

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Subject: Re: Unstealth generator  
Posted by [Ghostshaw](#) on Mon, 28 Jul 2008 12:13:17 GMT  
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Its called AGT.

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Subject: Re: Unstealth generator  
Posted by [sadukar09](#) on Mon, 28 Jul 2008 14:19:53 GMT  
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ErroR wrote on Mon, 28 July 2008 06:43A small (or big ) generator that would unstealth an areat the range of the gdi base could help cuz stanks are overpowered and you never hear it's engine sound 0.o  
You must be really good at Renegade.

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Subject: Re: Unstealth generator  
Posted by [ErroR](#) on Mon, 28 Jul 2008 16:47:23 GMT  
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Ghostshaw wrote on Mon, 28 July 2008 15:13Its called AGT.  
as soon as it's down woohooo many sbhs with those shiny nukes.  
about that generator can work like this simply a aura that unstelths(script) or aura taht damages or reapairs by 0

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Subject: Re: Unstealth generator  
Posted by [ErroR](#) on Mon, 28 Jul 2008 16:49:23 GMT  
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Goztow wrote on Mon, 28 July 2008 15:11 Stanks are not overpowered.  
If you can use it right there is a thing called "strategy" and while you are stealthed (especially C&C\_under) you can squish, ambush, hs snipers etc.

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Subject: Re: Unstealth generator  
Posted by [saberhawk](#) on Mon, 28 Jul 2008 16:57:37 GMT  
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ErroR wrote on Mon, 28 July 2008 11:47 Ghostshaw wrote on Mon, 28 July 2008 15:13 Its called AGT.  
as soon as it's down woohooo many sbhs with those shiny nukes.  
about that generator can work like this simply a aura that unstealths(script) or aura that damages or repairs by 0

So don't let it die. You shouldn't be allowed to keep an advantage provided by it if you let it die.

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Subject: Re: Unstealth generator  
Posted by [Goztow](#) on Mon, 28 Jul 2008 18:07:12 GMT  
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ErroR wrote on Mon, 28 July 2008 18:49 Goztow wrote on Mon, 28 July 2008 15:11 Stanks are not overpowered.  
If you can use it right there is a thing called "strategy" and while you are stealthed (especially C&C\_under) you can squish, ambush, hs snipers etc.  
GDI has brute force, Nod has stealthiness. That's how the sides balance out.

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Subject: Re: Unstealth generator  
Posted by [Lone0001](#) on Tue, 29 Jul 2008 03:01:30 GMT  
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I think the game is much more exciting without base defenses, a bigger challenge but it makes it funner.

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Subject: Re: Unstealth generator  
Posted by [liquidv2](#) on Tue, 29 Jul 2008 04:00:44 GMT  
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sbh are overpowered  
you're an invisible soldier costing less than a Patch

if you want balance you should look into that

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Subject: Re: Unstealth generator  
Posted by [cmatt42](#) on Tue, 29 Jul 2008 21:04:57 GMT  
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Stealth Black Hands are not overpowered.

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Subject: Re: Unstealth generator  
Posted by [Homey](#) on Tue, 29 Jul 2008 21:24:04 GMT  
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Relative to their cost they are.

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Subject: Re: Unstealth generator  
Posted by [cmatt42](#) on Tue, 29 Jul 2008 22:48:27 GMT  
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Homey wrote on Tue, 29 July 2008 16:24: Relative to their cost they are.  
You could just as easily say Gunner is overpowered then.

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Subject: Re: Unstealth generator  
Posted by [GEORGE ZIMMER](#) on Tue, 29 Jul 2008 22:58:11 GMT  
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SBH's are fine. So are stanks. Stop bitching.

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Subject: Re: Unstealth generator  
Posted by [Craziac](#) on Wed, 30 Jul 2008 03:33:40 GMT  
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TT is not a patch to rebalance the entire game the way everyone thinks it should. If you don't like how it's made, learn to code and change it yourself, then start your own server.

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Subject: Re: Unstealth generator  
Posted by [liquidv2](#) on Wed, 30 Jul 2008 03:43:06 GMT  
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i don't give a shit either way, but homey's right

you should probably delete this topic because the subject is absurd

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Subject: Re: Unstealth generator  
Posted by [\\_SSnipe\\_](#) on Wed, 30 Jul 2008 03:56:09 GMT  
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1)bad idea  
2)lock or delete this

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Subject: Re: Unstealth generator  
Posted by [ErroR](#) on Wed, 30 Jul 2008 15:25:01 GMT  
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SSnipe wrote on Wed, 30 July 2008 06:561)bad idea  
2)lock or delete this  
many of ur ideas suck and i don't bitch u so shut up. bad ok bad but shut up

---

Subject: Re: Unstealth generator  
Posted by [u6795](#) on Wed, 30 Jul 2008 18:22:12 GMT  
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ErroR wrote on Wed, 30 July 2008 11:25SSnipe wrote on Wed, 30 July 2008 06:561)bad idea  
2)lock or delete this  
many of ur ideas suck and i don't bitch u so shut up. bad ok bad but shut up  
Except his ideas are generally relevant and not completely fucking stupid. Grow up.

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Subject: Re: Unstealth generator  
Posted by [Starbuzz](#) on Wed, 30 Jul 2008 18:35:44 GMT  
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Noooo hate fighting plx!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

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Subject: Re: Unstealth generator  
Posted by [ErroR](#) on Thu, 31 Jul 2008 14:34:02 GMT  
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well i dindn't think this idea is so stupid :S

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