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Subject: gdi should have stealth unit too!!!  
Posted by [dogtree](#) on Tue, 07 Jun 2011 19:10:40 GMT  
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i been playing this game for 4 years  
i can see being stealth can have advantage and more fun

it just unfair for gdi not to have stealth unit

i hope they consider delete gunner and add stealth unit for GDI

is it possible using a mod to delete gunner from gdi and add Sbh instead?

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Subject: Re: gdi should have stealth unit too!!!  
Posted by [Starbuzz](#) on Tue, 07 Jun 2011 19:19:40 GMT  
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GDI doesn't have a stealth unit for the same reason Nod doesn't have big powerful armoured tanks. Both factions are different.

Besides, hunting SBH's is one of the most coolest things to do in the game as GDI. It's incredibly satisfying to hunt, find, and kill SBH on maps like Walls, Complex, and Canyon. Grab a APC or Orca and BEGIN THE WITCHHUNT!!!!1!1!11

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Subject: Re: gdi should have stealth unit too!!!  
Posted by [dogtree](#) on Tue, 07 Jun 2011 19:30:16 GMT  
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but having stealth unit(character) can win u a game

sneak into enemy base and ion  
steal enemy tank

i just want gunner to be gone and add stealth instead

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Subject: Re: gdi should have stealth unit too!!!  
Posted by [iRANian](#) on Tue, 07 Jun 2011 20:30:58 GMT  
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Starbuzz wrote on Tue, 07 June 2011 12:19GDI doesn't have a stealth unit for the same reason Nod doesn't have big powerful armoured tanks.

dont they have lights and arties?????????

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Subject: Re: gdi should have stealth unit too!!!  
Posted by [\\_SSnipe\\_](#) on Tue, 07 Jun 2011 20:35:11 GMT  
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The game is balanced enough. If you play a marathon, you will see that the win lose ratio will be around 50/50.

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Subject: Re: gdi should have stealth unit too!!!  
Posted by [iRANian](#) on Tue, 07 Jun 2011 21:27:13 GMT  
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(SSnipe) -BLU3Y3Z- wrote on Tue, 07 June 2011 13:35The game is balanced enough. If you play a marathon, you will see that the win lose ratio will be around 50/50.  
i have a phd in renegade marathon and this is incorrect.

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Subject: Re: gdi should have stealth unit too!!!  
Posted by [FlaminGunz](#) on Tue, 07 Jun 2011 23:43:55 GMT  
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nod should have a tib sydney. Chem sprayers are no good. I want to delete chem and add tib sydney

she can win games

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Subject: Re: gdi should have stealth unit too!!!  
Posted by [nikki6ixx](#) on Tue, 07 Jun 2011 23:56:48 GMT  
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Yes, let's replace a productive GDI unit with one that stands in the enemy base for half the game!

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Subject: Re: gdi should have stealth unit too!!!  
Posted by [iRANian](#) on Wed, 08 Jun 2011 00:06:17 GMT  
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he's singling out the only black guy

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Subject: Re: gdi should have stealth unit too!!!  
Posted by [EvilWhiteDragon](#) on Wed, 08 Jun 2011 07:52:41 GMT  
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nikki6ixx wrote on Wed, 08 June 2011 01:56Yes, let's replace a productive GDI unit with one that

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stands in the enemy base for half the game!  
but but but its cool to be stealth and you might even steal a vehicle if youre lucky

[/sarcasm][/badinterpunction]

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