
Subject: FNKQRRM

Posted by [Anonymous](#) on Mon, 19 Aug 2002 20:05:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

is there any thing special about the secret gdi sniper, rocket-man, and the any of the other soilders. the ones you can get when you put in the code. i know about the nod mutians that can heal them selfs in the tiberian. but does the gdi secret soilders have a bonuses. i think the secret sniper just has better camo.???

Subject: FNKQRRM

Posted by [Anonymous](#) on Mon, 19 Aug 2002 20:30:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I would tell you but since you posted in the general forum that you "found out how to be a dog" with the extras, I will just leave your lying ass to find out for yourself

Subject: FNKQRRM

Posted by [Anonymous](#) on Mon, 19 Aug 2002 20:38:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

ya ya i was just kidden, i like the idea of having dogs in the game i am suprised it has not been done yet by any one. dog that can see stealth units plain as day. ah..yes i do know that dogs are color blind. my addations to the idea of haveing dog is if your play as a dog you play in black and white but you can see(smell) every unit around you.any way back to the post topic any one know what the secret soilders on gdi.?

Subject: FNKQRRM

Posted by [Anonymous](#) on Tue, 20 Aug 2002 01:15:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

<http://www.cncseries.com/ren/game/extras/gdi/>

Subject: FNKQRRM

Posted by [Anonymous](#) on Tue, 20 Aug 2002 08:22:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

only real big thing ive noticed is thta peeps wont shoot at you right away cuz they dont know what you are....giving you a little time while they gauk at youfor you to blow em up ahh the mutants for nod are unbelievable i got 46 kills with the one with all the armor(templar?) or something liek that while i just stood in the tiberium bye

Subject: FNKQRRM

Posted by [Anonymous](#) on Tue, 20 Aug 2002 10:08:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

dogs sux cuz they belong to Red Alert

Subject: FNKQRRM

Posted by [Anonymous](#) on Fri, 23 Aug 2002 11:12:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

they sould make spys for the extras fnkqrrm like the person looks exactly like a nod person but he has gdi symbol so u can get past most newbs and u can get past ppl fighting theyll think ur on the team but u should never just be right ion fornt of osme1 the crosshair will turn red and there would be a gdi symbol and same thing for but agt and obilisk will know

Subject: FNKQRRM

Posted by [Anonymous](#) on Fri, 23 Aug 2002 11:13:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

nm only for gdi since nod has srtealth ppl

Subject: FNKQRRM

Posted by [Anonymous](#) on Fri, 23 Aug 2002 13:03:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

yes, that would b cool, and extremely easy to make, get a normal gdi soldier, clone him to the extras fnkqrrm, rename him and reskin him to look like a nodie, sum1 shud make him

Subject: FNKQRRM

Posted by [Anonymous](#) on Sat, 24 Aug 2002 03:49:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Subject: FNKQRRM

Posted by [Anonymous](#) on Sat, 24 Aug 2002 03:50:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: FNKQRRM
Posted by [flyingfox](#) on Sun, 06 Nov 2005 04:53:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: FNKQRRM
Posted by [Dave Mason](#) on Sun, 06 Nov 2005 12:26:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

!
