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Subject: Counters? New units.

Posted by [Anonymous](#) on Fri, 12 Jul 2002 09:07:00 GMT

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jump jet infantry, they do not fly, but jump really high and slow, and do not flip in the air. if they just jumped high, then they would never get a good aim, and die when they landed. make them stay high in the air when they jump, and not just 1 high jump, at the corner, u click how high u want the jump and for quick times, u adjust it when u want and it stays the same. add to it plz...

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