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Subject: Re: C&C opinion

Posted by [Lijitsu](#) on Wed, 29 Jun 2005 06:20:37 GMT

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Terminator 101 wrote on Tue, 28 June 2005 21:57some almost useless units (thief, spy, mine layer).

Thief steals money from Silos and Refineries. Spy, yes, useless sometimes. Tells you what they are building in that structure, Example: Spy + Weapons Factory = Current Vehicle Production Info = Better Counteroffensive Capabilities. Mine Layer is good for small maps, or big maps with small areas to reach bases at. Ive killed a good 200 units with the AI/AT Mines. MY favorite is Renegade, but my first, i believe, was Red Alert + Aftermath. It could have been Tiberian Sun + Firestorm, i dont remember.

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