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Subject: Re: C&C opinion

Posted by [terminator 101](#) on Wed, 29 Jun 2005 13:58:15 GMT

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

Thief steals money from Silos and Refineries.

Yes but it is usually not worth the effort, especially against AI players(who almost never have anything in their Silos).

Quote: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.

Yes but it takes lots of micro management. Since RA1 is fast game, and deployment of mine fields takes too long, it is again not worth the effort.

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