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Subject: Re: Deadly Reunion!!!

Posted by [Dover](#) on Sat, 03 Jun 2006 19:31:58 GMT

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Beside the obvious numbers, a lot of objectives have made themselves near impossible. For example, in Commando, almost all building you encounter are unable to be damaged from the outside, so you'll have to infiltrate instead of bombarding. Also, many objectives are now timed (Destroying the Shore Defense Cannon in mission 4).

The main difference you'll notice, however, is that you die a lot faster, and only basic infantry can be killed by body shots from a sniper.

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