
Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by [YSLMuffins](#) on Tue, 27 Jun 2006 22:10:40 GMT

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I find this fascinating. I don't think we need to spend time arguing what is or isn't possible or how the effect is accomplished, but how it's going to affect gameplay.

How/will the gap obscure targeting? It seems like the gap is going to be much more powerful and useful than it was in RA.
