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Subject: Re: cnc3 is the best CNC game to date  
Posted by [AoBfrost](#) on Mon, 03 Dec 2007 17:50:37 GMT  
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Starbuzz wrote on Mon, 03 December 2007 11:58Sir Kane wrote on Mon, 03 December 2007 10:51Naval units are boring.

Shooo...Shooo...go away!

The naval units in red alert 1/2 owned, they had extreme long range and did alot of damage, they were untouchable unless you made planes or they were close enough to be shot by soldiers/tanks on land.

You could say the juggernaught is the naval force replacment, the juggernaught can shoot anywhere on the map as long as cordinates are given by snipers, this means you can own the nemy base from your own base, make tons of defenses to protect 5-6 juggernaughts, send 5-6 snipers to hide around the enemy base and tell the jugs to fire.

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