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Subject: extras fnkqrrm

Posted by [KIRBY098](#) on Wed, 05 May 2004 15:23:48 GMT

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The difference is this:

These were released as PART OF the game, albeit a hidden part.

Thier introduction wouldn't unbalance gameplay, as they have weapons that are used by other units, just a different appearance. Thier price ranges would need tweaking, and thier avatars would also.

The vehicles were pretty useless, so I could see leaving them out, but they would be fun in an urban level where pickups, and cars WOULD BE/ARE used by military patrols for thier speed, and manauverability.

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