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Subject: extras fnkqrrm

Posted by [Majiin Vegeta](#) on Wed, 05 May 2004 23:37:19 GMT

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KIRBY098The 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.

it would be great on GDI when your vehicle limit is taken up by n00bs in useless sedans.. ofcourse its gonna unbalance the game

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