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Subject: extras fnkqrrm

Posted by [KIRBY098](#) on Thu, 06 May 2004 12:04:13 GMT

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ProtoberanceKIRBY098

That's not unfair. It's game design, and part of the mutant based theme that is the Command And Conquer Universe.

Tiberian Dawn was the begining of this genesis to mutant based life. They should be in here.

Imo you re one of the players who have to use extras to use the unfair advantages the mutants offer. Why do you think they werent directly integrated into the multiplayer ?

Hardly. I am a very good player.

If a mutant at half health in a Tib field can't be killed, then quite frankly, you deserve to lose. They just aren't that hard to kill, and the tib only refills thier health, not armor. Two hits with a med, and they are toast. And really, does the Flechette gun do that much more damage than any other basic weapon?

You are the kind of player who cannot adapt to new tactics, and can't think outside the normal bounds of warfare.

Or simply put, the loser.

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