Subject: Re: Renegade 2
Posted by Jerad2142 on Tue, 02 Oct 2007 13:36:01 GMT

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AoBfrost wrote on Tue, 02 October 2007 07:32True, but you also said why dont we have sensors for stealth units? There are in cnc3, just tell orcas to drop sensor pods everywhere on the map and if a enemy stealth unit comes near it, they will be revealed.
I guess I didn't remember that, I usually play as Nod (beat the single player and then when straight back to my Nod heritage).