
Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Goztow](#) on Sun, 04 Mar 2007 16:28:43 GMT

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m1a1_abrams wrote on Sun, 04 March 2007 17:16 Yeah, the early anti-infantry turrets should be useful as always, just for insurance against Engineer rushes, or someone who builds a couple of barracks and sets a rally point in your base. The advanced defenses are usually only good for the single player though, unless you're doing one of those cheesy tower creeps, like in RA2. Perhaps the Crane will make them more useful though, since you'll be able to build two at once. It used to be that you put one Obelisk down, and it dies to massed tanks before you get chance to put down the second. Still, you'd need loads of resources to be putting multiple Obelisks down at once, plus they'd need to be in the same place to maximise effectiveness, so couldn't defend your base and a contested Tib field at the same time. You'd need the right kind of map, like with a single choke point and resources in the middle.

I have my doubts about those early anti-vehicles turrets too, because if the enemy has vehicles, you probably should have them too... in which case you might as well build something that can move somewhere else after defending your base.

With as only difference that a brutal AI cheats, so u're not supposed to have what he has, really.
