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

Posted by [m1a1_abrams](#) on Wed, 14 Mar 2007 16:27:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Nope, I haven't built them much at all. The problem I'm facing is the AI building massed Predator tanks, with some Rocket Soldiers mixed in. Flame Tanks might counter the Rocket Soldiers, but they'd have to get close enough to shot by the Predators. I've been using Buggies to kill the infantry, and trying to keep them behind my tanks. Also, Buggies give you an already made aircraft counter. If you build enough of them, the AI doesn't seem to bother building many aircraft at all.

Flame Tanks seem good against buildings though, so I'm sure there's a use somewhere (besides the obvious clearing out of garrisoned structures). Will play around with them and see what happens. The brutal GDI will probably kick my ass like always, but that's part of the fun.
