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Subject: Re: C&C Tiberium - FPS Game

Posted by [Ryu](#) on Sun, 16 Dec 2007 21:12:19 GMT

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Spoony wrote on Sun, 16 December 2007 11:44I just realised something too: you've never played against anyone who knew what they were doing.

actually, that's an exaggeration; I realised that when you said snipers will protect you from desolators

You fail to realise that I'm talking in the manner of the desolators strong and weak points.

Not "Who in command the unit", In general, It's HP, It's damage zone, and what not.

A SNIPER RIFLE (Had to capitalize that, Just for you honey.) is a long ranged weapon, Not that I've ever used one against a desolator, but simple logic would follow, Sniper would stay alive and desolator gets sniped.

On a serious note, while playing a 2v2 with some buds, a guy had a desolator by my ore field.

1 tank killed it, while he deployed his radioactive charge-thingy-ma-jig, Might have been 2 tanks, can't remember exactly.

Then we have jet pack troopers.. a air unit, should I explain this unit to you?

if your playing against some guy who seriously loves RA2, And not just loves it, I mean LOVES RA2, Like, He believes Yuri is a real person and started a satanic cult for RA2 kind of guy, Maybe you'd have a tough time.

But to your simple RA2 player - someone who plays 1-2 times a week, Different story, and different strategies.

besides, The best of the best build a WF first, build 1 tank and fuck you up before you even start building your WF, and that is from personal experience.

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