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Subject: Re: C&C 4 Coming!!!!

Posted by [GEORGE ZIMMER](#) on Wed, 19 Aug 2009 00:29:49 GMT

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I agree with Nukelt here.

It's not as though C&C3 was anything more than a tank spam fest, too, y'know. If anything it had LESS strategic options, thanks to the shitfest of multi-role units and units that cost less and dealt more damage. Defense was practically removed, it all came down to who had a better economy and could pump out more units.

Sure, superweapons helped, but in the end you'd be killing them before it even goes off.

TS may have had a few annoying features, but they were still features and options. You had less turtling, but defenses still helped (Except for AA, which were practically useless).

It's very possible to keep a lively and strategic game without it being C&C3. And C&C4 seems to set out to do that. What harm would there be in adding more tactical depth and features?

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