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Subject: Re: C&C Tiberium - FPS Game

Posted by [Lone0001](#) on Sat, 15 Dec 2007 21:00:51 GMT

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Goztow wrote on Sat, 15 December 2007 13:46[NEFobby[GEN] wrote on Sat, 15 December 2007 20:35]Quote:rofl.. what game are you playing? Desolators are one of the most overpowered units ever seen in an RTS.

Did you even read my post? Even 10 desolators can't kill a group of the low-armoured Allied Grizzly tanks. They were definitely good against infantry, but they barely did any damage to vehicles and absolutely no damage to buildings. If you wanted to buy a unit that can't kill vehicles, ships, aerial fighters, or buildings, they'd have to be able to do mad damage against infantry. That's balance.

And yes, British Snipers had a really good range; much longer than that of the desolator, so a sniper always made quick work out of a desolator (unless it was at a really close range). To say the sniper didn't have a good range would make me think if you've ever played the game.

Unlike Colonel Burtan here, who can make quick work out of buildings & infantry and does a decent damage against even highly armoured vehicles.

I hink u played with a different version of YR then I did cause in my YR, the deolator killed prism and mirage tanks like there was no tomorrow. And I think the grizzly took a lot of damage against it as well...

Of course the prism tanks and mirage tanks would take damage they don't have much armor and the grizzly tanks did not take much damage from them as far as I can remember.

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