
Subject: Re: Tiberium Redux: Superweapons damage
Posted by [Omar007](#) on Fri, 17 Oct 2008 23:29:39 GMT

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

u6795 wrote on Fri, 17 October 2008 17:09 There's a huge difference between C&C3 and Renegades superweapons.. it's almost unfair to compare them in a poll.

C&C 3's Nuke for example was designed to blow up like a ton of buildings, while Renegades can only destroy one unless two are near eachother and very damaged.

Well ofcourse it will have a greater range if based on c&c3. It will be completely be like renegade or like c&c3
