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Subject: Re: New C&C game confirmed!

Posted by [sadukar09](#) on Tue, 09 Nov 2010 03:53:48 GMT

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GEORGE ZIMMER wrote on Mon, 08 November 2010 05:16Dover wrote on Sun, 07 November 2010 20:18GEORGE ZIMMER wrote on Sun, 07 November 2010 14:00"and GDI's technology doesn't get set back"

I think they explained pretty well why they moved away from the walker nonsense in C&C 3. It didn't look as cool as people claimed it did in TS anyway.

Oh it's not even the lack of walkers. They lacked hover stuff, their scout units were wheel based, etc. It all felt like the technology was between TD and TS is the thing. I can dig the lack of walkers (Although I really did miss Titans), but in whole the technology just felt like it was set back from TS.

I haven't played C&C4, but I rather liked the unit designs (except the Crayola avatar). They felt more like what C&C3's should have been.

But the thing is, logically walkers would be extremely pointless, of course walkers are made of awesome just for the hell of it. In combat their high profile means easy target. The only benefit is perhaps longer range for artillery fire, but you got proper artillery units for that. Bipedal motion is utterly useless. The only okay walker is Wolverine, as their small size might actually mean decent mobility. Even if EA made that or something decent for the reason for GDI abandoning walkers, instead of HURR 2 EXPENSIVE. I would've been okay with it.

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