
Subject: Any one else disapointed by...

Posted by [Anonymous](#) on Sat, 27 Apr 2002 02:05:00 GMT

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The Difference of the 1000 dollar units?I was... First of all, I do not like the idea of 2 sniper classes, But I will admit with the Creation of Air Vehicles Ramjet Rifles are definatly the way to go for anti-AirBut the PISydney/raveshaw and Mendoza/mobius, and The Snipers are Completly Mirrored... and thats Something I thought Pretty Crappy of Westwood... at Least Raveshaw and Sydney carry 2 differnt weapons, But Mobius and Raveshaw Both Carry the Exact same Named weapon and Look... But the Lazer is a Differnt Color...I take this as a Chicken **** way out of balancing, But I understand looking at all the Other C&C games that westwood Pretty much needs this way out or there could have been some Major problems

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Posted by [Anonymous](#) on Sat, 27 Apr 2002 04:17:00 GMT

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Hey MR, No, I'm not disappointed. I think that the game has a great deal of diversity. Complete diversity doesn't make sense in war. In real wars of history, the enemy backward engineers the enemy's equipment. I don't see why it would be so different here. I guess what I'm saying is that while I like the diversity of the units, I'm a little surprised that GDI didn't find a way combat the flame-tank with some kind of armor-piercing explosive gun. It would seem to me that they would have keyed into how terribly powerful the flame tank was and built a way to stop it. I'd pay 1500 for an infantry unit or 2000 for a tank that could rupture the fuel armor for the flame-tank guns. Don't get me wrong, I love using the thing, but it is too powerful. Maybe that's why they decided on the same weaponry for snipers, because some previous weapon on one side was just too much.

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Posted by [Anonymous](#) on Sat, 27 Apr 2002 04:21:00 GMT

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flame tanks are SO easily stopped by mobius and med/mammoth tanksI remember one game where even WITHOUT their factory AND AGT, they still own cause of points cause of all the rushes they stopped with mobius! there were only 3 mobius and they easily stopped our 5-tank flame rushes

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Posted by [Anonymous](#) on Sat, 27 Apr 2002 06:32:00 GMT

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i too would've liked the 1000 pointers to have some diversity. but i have no suggestion as to what they could've been. and to woggy, why did ya'll keep going into their base with ft's if they had 3 mobius's waiting for you? better to have bought a couple of ma's and pounded their base at range. the mobius's would have had to come out of the base to deal with you that way, then

perhaps a stealth tank, waiting for an opportunity, could have gotten in and planted a beacon. anyway, don't keep rushing a powerful defense like that(as i'm sure you know by now. lol)...
