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Subject: CNC Reborn : Titan

Posted by [Dan](#) on Wed, 25 Aug 2004 18:40:55 GMT

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I know that they are meant to be used in groups, but at the moment there isnt much that can be done to stop them, or at least not that I have seen anyway. They tend to deliver their payload and manage to go before they have taken 50% damage. I think the Soviets need to have some sort of anti-aircraft unit. A longbow can easily unload its rockets then get out of the base before a single tesla trooper can take it down. The longbow can unload its rockets in 6 seconds, but it takes much longer than this to destroy it. I know I know, teamwork is needed to defend the base, but how are you supposed to get your teammates to attack the same helicopter that you are? By the time you type out "attack nickhere" the longbow will have gone. But a Hind takes 17 seconds to unload its ammo. A rocket solder can kill it in 10 seconds when all the rockets hit. An engineer should be in the building? Not many people are very willing to spend 500 credits on a unit that they only have 1 shot with, and they probably wont bother going to attack an enemy structure with it.

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