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Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Nukelt15](#) on Wed, 28 Feb 2007 07:11:52 GMT

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Walls are a necessity; they have been ever since TD. Walls are what keep enemies from jacking things like MCVs and tech buildings with surprise engi rushes. Without walls, a lone early APC can make your life a living hell by stealing away half your base. Let's not even consider how important walls are as a passive defense against damaging attacks, huh?

Walls have been especially important in the Tiberian branch of the universe- TS had no fewer than four wall-type defenses, all of which were valuable in their own way. Concrete walls and gates for basic defense, Laser fences and Firestorm walls for defense against heavy attacks- Firestorm walls being able to defeat even superweapon and airborne attacks- and finally pavement, to defend against subterranean units and cratering.

It's a mystery why Nod seems to have abandoned subterranean units, and terrain deformation died with TS, so the loss of pavement is acceptable. However, that leaves both passive and active walls for both sides that could have played a major role in defensive strategy. I'd be interested to see how EA justifies the complete omission of walls as a defensive tool.

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