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

Posted by [Spoony](#) on Wed, 28 Feb 2007 10:35:38 GMT

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Nukelt15 wrote on Tue, 27 February 2007 16:30- Structures die way too easily, especially base defenses. A handful of basic-level tanks and infantry can wipe the floor with three or four defense towers before said towers can make as many as two or three kills combined.

In the original game, defence structures were simply too powerful. They were sensibly nerfed during alpha testing. A player being able to turtle effectively and win against an aggressive opponent does not make for a good RTS game. Perfect example: Mirkwood Archers in towers in Rise of the Witch-King (well, if Mirks were as cheap as the turrets in CnC3 are)

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