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

Posted by [Goztow](#) on Sun, 04 Mar 2007 09:30:50 GMT

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m1a1_abrams wrote on Sun, 04 March 2007 02:53l just managed to beat hard balanced a few times in a row, for the first time. I'm exhausted, it was so bloody stressful.

The only way I can beat it is by mindless spamming out a couple of unit types that go together, not really looking at the action so much as constantly checking I'm not running out of Buggies, or whatever. And the hard AI has so much money, it easily recovers from losing the Con Yard and production structures... it's evil. The skirmish map doesn't help with the way it garrisons practically every building on the map with rocket soldiers. You have to baby your reinforcements or they get blown up by rockets on the way.

Oh to be a computer and have no problem doing ten things at once.

I play as Nod and the hard AI balanced or steamroller is now a taken cap for me, over to brutal. I find the best way to beat hard is to quickly expand to one tib field and spam base defences while you're quickly going up the tech tree. Once you get obelisks, most of your problems are solved . Then it's a matter of getting a nice attack force and nuke.
