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

Posted by [Scythar](#) on Sun, 04 Mar 2007 11:25:36 GMT

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Hard balanced isn't that hard once you learn how to beat it. Here's how I do it:

Build up a base expansion to one of the tiberium fields immediately, and get a refinery and base defences there. Get 5-10 tanks and couple APCs in the bridge so you can get them to both bases quickly. Build up your tech so you have high-level units available (mammoths or avatars). Once you pump out some 4 of those, go and get the the other tib field too. At that point the game becomes quite easy, it's the beginning where it's easy to lose, right when you're setting your base in the first expansion tib field.

Oh, and is it just me or are the Nod laser turrets kind of useless? Maybe I'm wrong, but it looks as if the shredders are almost as efficient when dealing with tanks, let alone troops.

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