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

Posted by [Goztow](#) on Sun, 04 Mar 2007 15:18:29 GMT

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m1a1_abrams wrote on Sun, 04 March 2007 15:57 Base defenses huh... I didn't actually think of that. Feel free to laugh at me now. I've been conditioned from previous RTS games to think that stationary defenses are a waste of money and to only build units. The only thing I've built is air defenses. Gonna try out your suggestions Goz, Scyth.

Also, I've been deliberately not expanding too early, because I figured a human player would punish that, although I noticed that the AI lets you do it everytime. I try not to take advantage of any obvious patterns in the AI, but it's probably not the smartest thing to do, considering the AI has advantages of it's own, like being able to "click" 10x faster.

So do you guys think the base defenses will be worth building against human opponents? It's probably kinda hard to tell vs the AI.

You'll have different kind of human players: rushers, turtlers, ... Base defenses can be worthy in some cases, I guess, especially because it seems buildings aren't super strong (as in it doesn't take all that long to kill them).
