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

Posted by [m1a1_abrams](#) on Mon, 05 Mar 2007 14:01:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

Actually, hard rusher AI does just that, so medium almost certainly does. It attacks from multiple sides, but will keep attacking no matter how impenetrable your defense. I've been playing around with the defenses and just built lots of Obelisks, not bothering to expand at all. You need lots of tanks at first, to fight off the first rushes... but once you have 2-3 Obelisks on either side of your base, the AI continues to send attack groups to die, over and over. It doesn't stop rushing and tech up, so by the time you're ready to come out of your base with Avatars and Stealth Tanks, the AI is still throwing unupgraded Predators at you. It only bothered to take one of the expansion fields too, even though both were completely unguarded for about 10 minutes.

It seems that the rusher is really easy to beat just by turtling, which is disappointing, although it's much harder to beat by rushing yourself. I can't keep up with the AI in a tank spamming race.
