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

Posted by [m1a1_abrams](#) on Thu, 15 Mar 2007 21:30:27 GMT

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Well Brutal GDI is still owning me, unless I play mirror GDI. Nothing seems to work. Without the Sonic Emitters to hold back their attacks, I can never mass enough units to launch my own attacks. Have to send units to defend, because the Obelisks are too easily overwhelmed.

I think they made a big mistake in removing walls, because you could build your Nod defenses behind them. GDI wouldn't be able to do the same, because their cannon/sonic turrets couldn't fire over their own walls... so it would justify them being stronger than Nod. Also, if you were charging your Obelisks with the Beam Cannon, walls would stop that expensive unit being wasted immediately by focus fire (it has to be pretty close to charge). Not to mention that the Shredder/Laser Turrets seem to be designed completely with walls in mind. These "professional gamers" they hired must be very narrow minded if they can't spot building the Nod defenses behind walls as being a good tactic. If they weren't using them in the games they played, then maybe they just weren't inventive enough... or maybe the walls were priced too high to be competitive. Removing them was not the answer.

Edit: Also, I doubt that static defenses are going to be a staple of the most competitive games anyway, walls or not... so I guess they should have lobbied for the removal of all defenses too.
