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Subject: Re: C&C Tiberium - FPS Game

Posted by [Goztow](#) on Sat, 15 Dec 2007 19:46:46 GMT

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[NEFobby[GEN] wrote on Sat, 15 December 2007 20:35]Quote:rofl.. what game are you playing? Desolators are one of the most overpowered units ever seen in an RTS.

Did you even read my post? Even 10 desolators can't kill a group of the low-armoured Allied Grizzly tanks. They were definitely good against infantry, but they barely did any damage to vehicles and absolutely no damage to buildings. If you wanted to buy a unit that can't kill vehicles, ships, aerial fighters, or buildings, they'd have to be able to do mad damage against infantry. That's balance.

And yes, British Snipers had a really good range; much longer than that of the desolator, so a sniper always made quick work out of a desolator (unless it was at a really close range). To say the sniper didn't have a good range would make me think if you've ever played the game.

Unlike Colonel Burtan here, who can make quick work out of buildings & infantry and does a decent damage against even highly armoured vehicles.

I hink u played with a different version of YR then I did cause in my YR, the deolator killed prism and mirage tanks like there was no tomorrow. And I think the grizzly took a lot of damage against it as well...

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