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Subject: Re: tiberium.com launched

Posted by [Dover](#) on Thu, 24 Jan 2008 22:14:42 GMT

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bisen11 wrote on Thu, 24 January 2008 05:48: Aside from tiberium wars, it has it where you have a que with each structure instead of one (which I actually like). Also the powers work a little differently. In the Expansion there can be a power imbalance especially with the regular teams and their special generals. There's normal resources that run out and then infinite resource buildings that you can create. There's more ways to steal enemy vehicles.

The infinite resource buildings (And hackers) are to offset the fact that unlike in every other C&C game ever, the "Tiberium" and "ore" of generals does not replenish itself. Ever. It's effects on gameplay are minimal.

As for stealing vechs, nothing really tops Yuri's Revenge for stealing enemy units. An entire faction is based on the concept. Nothing unique or special about stealing units in Generals.

The seperate build ques I would say falls under the "peon system" of building, which I mentioned above. A vast improvement over the (Pre-C&C 3) sidebar system.

I don't understand what you mean by "The powers work differently". They're basically the same as the Tiberian Wars powers with a point-buy system thrown in and longer cooldowns.

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