
Subject: Re: Any Vista fix for Generals?

Posted by [Nukelt15](#) on Wed, 30 Jul 2008 00:48:05 GMT

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Quote:LOL you can't simply build structures anywhere...you gotta send a Dozer or Worker first.

twitch

That's what MCVs are supposed to be for. Tech up, shell out the money, and you get this spiffy vehicle that goes anywhere you want it to and deploys into the foundation of a new base. Depending on the game settings in later titles, you could even pack it back up and move it elsewhere while continuing to expand that base. Every single C&C game save for Generals works that way, even C&C3 (which has the Outpost also, which is sort of MCV Lite- IMHO poorly implemented and too easy to acquire). Said vehicle is expensive, slow, and unable to defend itself. TS Firestorm even added the Mobile War Factory into the mix, along with other deployables that could be used to augment the new base's abilities- but they still had to be built remotely and moved into position. It worked very well this way, because nobody could sneak off with basic units and set up production ability or base defenses on their enemy's doorstep without putting considerable thought and effort into doing so.

With Generals, you can send an ACV, build a Barracks behind enemy lines, and pump out 20 or so Marines to go harass your enemy's resourcing op... whoops, I'm sorry, that's StarCraft. Or you could send the Probe- I mean, Dozer or Worker- and build a few proton cannons in good positions to intercept enemy forces just as they leave their own base. Whoops, that's StarCraft again! Silly me. Funny how the same tactics apply, isn't it? Trouble is, Generals didn't pull it off as well, and pretends to be two completely different RTS games at once. Is it C&C or (title here)Craft? It's neither and both, and it has more superweapons! That must make it good, right? The result is a game that plays like it has MPD with lots of pretty shiny toys where might always triumphs over strategy and tactics. I'd love to see a game that successfully blended C&C style play with 'Craft, but Generals didn't quite make it.

IMHO, of course.
