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Subject: Re: New C&C game confirmed!

Posted by [GEORGE ZIMMER](#) on Wed, 10 Nov 2010 11:42:49 GMT

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sadukar09 wrote on Mon, 08 November 2010 21:53

But the thing is, logically walkers would be extremely pointless, of course walkers are made of awesome just for the hell of it. In combat their high profile means easy target. The only benefit is perhaps longer range for artillery fire, but you got proper artillery units for that. Bipedal motion is utterly useless. The only okay walker is Wolverine, as their small size might actually mean decent mobility. Even if EA made that or something decent for the reason for GDI abandoning walkers, instead of HURR 2 EXPENSIVE. I would've been okay with it.

Oh of course they'd be logically pointless. But they were still pretty cool, and still had them in TS.

Yeah, the sudden change of direction because DERP TOO EXPENSIVE was really shitty. Then they just give a subfaction mechs back, and then go a bit overboard with C&C4...

Besides, it's a game. It doesn't really have to follow logic and realism at every damn point (as if C&C was ever that realistic)

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