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Subject: Re: Petroglyph: IGN rates Empire at War 7.6/10  
Posted by [terminator 101](#) on Sun, 26 Feb 2006 03:23:42 GMT  
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O.K I finished the demo about three days ago and I must say that the land battle was terrible. This game is sort of like RA1, but in a different way than you think. In RA1, infantry were nearly useless. In this game however, land vehicles are nearly useless. Infantry has so much HP, it is not even funny. It is not that hard to run them over, but not before they can do massive amounts of damage.

What I also don't like about the game is that it runs quite slow(the land battles), and I don't think there is an option to make it go faster.

Another thing that I don't like is that when you call for reinforcements in land battles and a ship lands with your troops, it takes very long time for them to exit the ship.

Overall it is not so bad, but I hope those land battles will get fixed in the full version.

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