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Subject: Re: C&C Tiberium - FPS Game

Posted by [Spoony](#) on Sat, 15 Dec 2007 19:51:48 GMT

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Fobby wrote on Sat, 15 December 2007 13:35Quote: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.

I'll just say what I said to Ryu:

Spoony wrote load up RA2, find a top player, let him be Iraq, you take Great Britain, then come back and tell me how well your snipers did.

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Fobby wrote on Sat, 15 December 2007 13:35Unlike Colonel Burtan here, who can make quick work out of buildings & infantry and does a decent damage against even highly armoured vehicles.

Colonel Burton was nowhere near as unbalanced as the desolator. The fact he can mow down infantry and is OK against tanks doesn't make him overpowered... he's high tier, limited to one unit, and vulnerable to stuff like gats, quads, MiGs... desolators on the other hand, are stupidly overpowered and if you don't realise that, you've never played against a good Soviet opponent.

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