

---

Subject: Re: C&C Tiberium - FPS Game

Posted by [Starbuzz](#) on Sun, 16 Dec 2007 15:30:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I think I will agree 50% with Spoony here. I have played many games in which the Desolators simply are a pain in the ass.

What happens is that a good opponent makes these units and puts them in tight places and around his base. 2-4 Desolators SPREAD OUT slightly and deployed (with radiation) is a MAJOR pain in the ass.

Your tanks and other vehicles stand no chance. Tanks can't run over the Desolators and when a tank enters the green radiation zone around a Desolator, it immediately starts to lose health. And by the time it starts shooting at the Desolator, you know what happens to the tank.

But Ryu is right in a way too. While a newly created sniper is pretty much useless, an ELITE sniper can take out the Desolators. But the thing is, in a multiplayer game, it will take kinda long if not impossible to manage a team of snipers or just one sniper till he gets promoted to Elite. You have to deal with other challenges.

I found this frustrating in RA2 when playing as the Soviets. against an Iraq opponent, it was pretty much tough. As Allies I had no problem because I always make a standard group of Rocketeers to take out these Desolators and soften up incoming rushes.

In YR, the Soviets got balanced in this regard with the addition of the Siege Chopper. So many people underestimate the lethality of these helicopters. They are a bit costly but 2 groups of them can help you out a lot.

EDIT:

As for Yuri, I am not sure why people keep bitching about it. Yuri was a weak faggot and I had little if no problems in dealing with a Yuri opponent.

---