
Subject: Re: RA: A Path Beyond - Important notice.
Posted by [GEORGE ZIMMER](#) on Thu, 17 Jan 2008 23:31:25 GMT
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Yeah, they took quite a step back with the AI in RA2. TS had kind of ridiculous AI sometimes (They'd be launching cluster missiles by the time you got tech center up...). Minus the superweapons, I'd say the AI in TS was good.

In RA2, you can practically walk into a brutals base with a few units and take it down, no problem.
