
Subject: Re: Command & Conquer: Red Alert 3
Posted by [Dover](#) on Wed, 20 Feb 2008 03:37:05 GMT
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RA1 isn't realistic either. I find it hard to imagine that in reality it would take more than a few rockets to disable a tank, and I'm sure what nukes would wipe out entire cities instead of blowing up a power plant and scratching up buildings around it.

However, unrealistic does not necessarily mean lulzy. RA1 is unrealistic but not lulzy. C&C 3 is not realistic. Generals/Zero Hour is not realistic. RA2 is not realistic, but is also very, very lulzy.
