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Subject: Re: C&C 4 Coming!!!!

Posted by [Nukelt15](#) on Wed, 19 Aug 2009 00:08:30 GMT

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Quote:Options are invariably good.

Bingo. Which means that if I'd like the option of turtling, there should be a viable way of doing that which won't ruin me economically because there's a unit which can clear multiple towers simultaneously if they so happen to be closely placed enough to create the interlocking fields of fire which are necessary to make said static defenses effective. Yes, said unit is weakly armored and is eaten alive by aircraft, but unless you catch it before it opens fire you'll still be out a few thousand credits... which defeats the purpose of having a static defense that can stand up on its own until backup arrives. Compare this to earlier artillery units which, while powerful, required numbers and support to be a real threat. You've really gotta try to make any offensive unit not at least pay for itself, whereas most defensive units and structures never get a chance to pay themselves off in enemies destroyed. Useless structures do not present strategic options, they present a resource sink (in power use and credits) that contributes nothing to base security. That's a cake or death decision, much like throwing basic infantry into the teeth of heavy anti-infantry units or using missile troopers instead.

And, at the risk of sounding like a broken record, walls. If options are invariably good, why remove the option of creating a basic passive defense to slow down and impede attacks? Yes, I'm aware they were poorly coded and couldn't be properly implemented by release. That's what patches are for.

L2RTS is an exceedingly stupid sentiment considering that the present generation of RTS games has grown out of a single play style in older titles. Which is to say that there are fewer options for a player of a modern RTS title than there are for players of older titles. That the lost tactics, strategies, and abilities were not the most popular choices is utterly irrelevant, because...

Quote:Options are invariably good.

QED.

And for the record, I don't even play these games online; I haven't played an RTS against a stranger in years. Just in case you wanted to keep pushing the "well you must be pissed that you keep getting your ass whooped" angle. Because we all know that you can only be right if you've got a good ladder ranking.

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