
Subject: A bit frustrated with base defense - Please help!
Posted by [Anonymous](#) on Fri, 01 Mar 2002 06:43:00 GMT
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quote: 1.)I am pretty frustrated with only about 1 thing in this game.. The Oblesik and the GDI tower base defense... Is it me or does the game seem to just revolve around losing an incredible amount of time/effort/money and units trying to overcome base defense! Its almost not worth getting into the enemy's base! Its a death sentence! I tried so many different things, i like 8-16 player games and rushing in with 4-6 tanks usually gets demolished by 1 or 2 of any kind of tanks and 1 defense tower! Then you try to sneak in and it still gets you! Is there any easy way or effective way to get past base defense?If you are playing as NOD try a flame tank rush. It takes more than 1 though. The key to this game is teamwork. If you are playing as GDI 3 mammy tanks can take it but you will lose one for sure. Have an engineer or hotwire follow for support if you have one. quote: 2.)Does planting 1 C4 on a master computer in buildings blow it up? It takes more than 1 C4. I beleive 2 remote C4's take off a 1/3, your timed takes off a 1/3. Therefore an engineer cannot do it in one try but a Hotwire can. quote: 3.)Stealth tanks-I thought they supposed to be invisible, and it seems no matter how far I am away the enemy allways shoots me! Stealth Tanks and stealth black hands (the 400 credit ones) are invisible unless you shoot or get too close to a vehicle or infantry. Also the defensive structures can see you just fine. quote: 4.)Hot-wire and engy? whats the diffrence? Hotwire and Technicians (the NOD counterpart) are upgraded engineers. Their repair gun works better and they carry an extra timed C4 and 5 or 6 proximity mines also.Hope I helped.
