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Subject: A bit frustrated with base defense - Please help!  
Posted by [Anonymous](#) on Fri, 01 Mar 2002 06:33:00 GMT  
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I played some good games online already and I enjoy this game alot.. Since its my first post on this forum I would like to tell you that I have been playing RA2/ Yuri's for about 1-1/2 years now at about a top 25 level and now its time for a change of pace. Quake was fun but this game is was more interesting..Now for my problems/questions: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 diffrent 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?2.)Does planting 1 C4 on a master computer in buildings blow it up?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! 4.)Hot-wire and engy? whats the diffrence?I am pretty \*\*\*\* good at this game and I have gotten MVP in at least 40% of the games I played, but the above things drive me crazy, I would appreciate your help.. THANKS!

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