
Subject: For those of you looking for detailed character info:

Posted by [Deathgod](#) on Thu, 22 Apr 2004 04:14:53 GMT

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Look no further. We at FUD, being the community-minded generous chaps that we are, have created a pretty fucking cool resource to help you out. All the pages have detailed character info, usage tips, weapon descriptions and damage lists, and more. We'll be adding armor classes, weapon warhead info, and vehicle stats by the end of the week. Map specific strategies will be coming soon as well.

You may be asking why the FUD of all people have created this and shown it to you. The answer is that no one else ever did anything like this (with the exception of Blazer's stat sheet back in the day, which had some of this info but was not exactly concise nor inherently useful), so I personally have decided that while this community isn't exactly full of rocket scientists, I am tired of people passing off misinformation as fact. I also did this to help a lot of new people who're just picking up Ren in the bargain bins, as most of these people don't know their head from a hole in the ground when it comes to blue beam rushes among other things.

Any comments or criticisms will at least be read, though I don't guarantee I'll actually take your opinion into account at all.

For the next day or so, use <http://thefud.brinkster.net> until our domain transfers over, then <http://www.fudonline.com> will work.

Subject: For those of you looking for detailed character info:

Posted by [Javaxcx](#) on Thu, 22 Apr 2004 19:51:01 GMT

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It would be in your best interests to check that out.

Subject: For those of you looking for detailed character info:

Posted by [warranto](#) on Thu, 22 Apr 2004 20:28:51 GMT

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Interesting stuff.

I don't know if I just have good luck, but in maps with no base defence I find the Tiberium Auto Rifle to be great at finding Stealth Black Hands. Spray the base, and the splash uncovers them. It fires faster than a rocket or gernade (GDI's only other splash weapons), and has a larger clip. Unfortunately, thats about all she's good for.

Subject: For those of you looking for detailed character info:

Posted by [Deathgod](#) on Fri, 23 Apr 2004 05:09:21 GMT

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It would be in YOUR best interests to update your links, you toolbag.

And yes warranto, you would be correct.

Subject: For those of you looking for detailed character info:

Posted by [U927](#) on Sat, 24 Apr 2004 01:58:21 GMT

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I didn't know you were still alive, Priest!

I think I'm one of the few people that actually visited the FUD website BEFORE this post.

Subject: For those of you looking for detailed character info:

Posted by [Deathgod](#) on Sat, 24 Apr 2004 02:26:38 GMT

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Of course I am still alive. Knowing my luck I'll outlive everyone else on this planet by sole virtue of the fact that I don't like it here.

Subject: For those of you looking for detailed character info:

Posted by [U927](#) on Sat, 24 Apr 2004 02:56:14 GMT

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DeathgodOf course I am still alive. Knowing my luck I'll outlive everyone else on this planet by sole virtue of the fact that I don't like it here.

Forum-wise or planet-wise?

By the way, what game(s) has the FUD moved onto now?

Subject: For those of you looking for detailed character info:

Posted by [Deathgod](#) on Sat, 24 Apr 2004 07:54:01 GMT

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There's one called real life we're all trying out, maybe you heard of it. I see it has been added to n00bstories, so it must be getting popular.

Subject: For those of you looking for detailed character info:

Posted by [budster9](#) on Sun, 25 Apr 2004 05:23:17 GMT

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yeah, best thing about it is there are no cheats :rolleyes:

Subject: For those of you looking for detailed character info:

Posted by [Deathgod](#) on Sun, 25 Apr 2004 05:35:59 GMT

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There are still cheats in real life. How did Bush get elected?

Subject: For those of you looking for detailed character info:

Posted by [flyingfox](#) on Sun, 25 Apr 2004 05:44:47 GMT

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That's where the n00bs come in.

Subject: For those of you looking for detailed character info:

Posted by [budster9](#) on Sun, 25 Apr 2004 13:06:00 GMT

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lol

Subject: For those of you looking for detailed character info:

Posted by [flyingfox](#) on Tue, 27 Apr 2004 14:13:11 GMT

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That was interesting. I'd have thought GDI chaingun officers do more damage than Nod chaingunners, but apparently not. And the real "commandos" of each team are hotwire and the technician, kicking ass without asking for credit.

Will you be doing vehicle damage charts anytime soon?

Subject: For those of you looking for detailed character info:

Posted by [Deathgod](#) on Tue, 27 Apr 2004 15:48:08 GMT

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Yes, already posted in the Mammy balance thread on BHS Public forum, but we'll be adding them sometime this week. I'll probably start tonight once I get home from work actually.

Subject: For those of you looking for detailed character info:

Posted by [Deathgod](#) on Wed, 28 Apr 2004 05:34:38 GMT

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MRLS chart is up, it can be accessed through the character select page. None of the rest are working, though. I just put it up so you can see what the finished product will look like. There may be some additional info added to these pages for usage tips but besides that what you see is what you'll get for the rest. Now that I've completed the templating and stuff for each page all I have to do is come up with some witty banter and I'll be done; hopefully by the weekend, though I don't guarantee that my creativity will allow for this.

Subject: For those of you looking for detailed character info:

Posted by [Deathgod](#) on Thu, 29 Apr 2004 21:57:17 GMT

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GDI and Nod APC pages are up.

thefud.brinkster.net/gdiapc.asp

thefud.brinkster.net/nodapc.asp

Subject: For those of you looking for detailed character info:

Posted by [Deathgod](#) on Fri, 30 Apr 2004 19:53:07 GMT

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Nod and GDI Transport Choppers are up, as well as the Light Tank and Mammoth Tank.

thefud.brinkster.net/charselect.asp

Subject: For those of you looking for detailed character info:

Posted by [Deathgod](#) on Mon, 03 May 2004 06:38:01 GMT

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Flame Tank and Medium Tank are done.

Also, the fucking domain is FINALLY working.

<http://www.fudonline.com>

Subject: For those of you looking for detailed character info:

Posted by [spoonyrat](#) on Mon, 03 May 2004 09:18:45 GMT

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I quote:

"A mammoth using rockets can remove a building in 14 seconds."

"Using the shells takes slightly longer, about 20 seconds"

You know the game very well :rolleyes:

Subject: For those of you looking for detailed character info:

Posted by [Javafx](#) on Mon, 03 May 2004 20:50:00 GMT

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Well, last time I checked, the rockets and the shells were two completely different projectiles.

Subject: For those of you looking for detailed character info:

Posted by [spoonyrat](#) on Mon, 03 May 2004 21:00:57 GMT

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And last time you checked, could a mammoth destroy a building in 14/20 seconds? That's one souped-up mammy.

Subject: For those of you looking for detailed character info:

Posted by [Deathgod](#) on Tue, 04 May 2004 06:54:14 GMT

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Yeah, I wrote that at 2 in the morning, and I forgot to calculate the reload time between barrels. It should be 28/38 seconds, and it has been corrected on the site as well.

Stealth Tank page is up, too. All that's left is Orca/Apache, MobArt, and Buggy/Humvee.

Subject: For those of you looking for detailed character info:

Posted by [PointlessAmbler](#) on Sun, 09 May 2004 06:16:35 GMT

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I must say you did a good job on the character info.

"No one loves the middle child."

Subject: For those of you looking for detailed character info:

Posted by [Deathgod](#) on Sat, 29 May 2004 06:35:35 GMT

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Mobart, humvee, and buggy are up, orca and apache should be done in a day or so. Haven't had much time due to work but that will change this week with the holiday.
