
Subject: i wna know

Posted by [Anonymous](#) on Sat, 16 Feb 2002 08:45:00 GMT

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(the general disscusion forums are down)are there base defenc on under?ps. HOLY CRAP I HAVE CABLE AND IM ONLY AT 17\% woha this thing is big! or its resorces for dl are pathetic

Subject: i wna know

Posted by [Anonymous](#) on Sat, 16 Feb 2002 08:52:00 GMT

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are you all dead?

Subject: i wna know

Posted by [Anonymous](#) on Sat, 16 Feb 2002 09:15:00 GMT

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no i think they're all playing the demo. i would be too, but my grndfather has a pitiful comp and i can't get it till i get home on friday.

Subject: i wna know

Posted by [Anonymous](#) on Sat, 16 Feb 2002 09:18:00 GMT

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Well I just started d/ling the demo off of one of the mirror sites about a half hour ago and its over 90\% complete, but I'm using a stallite modem too and getting about 9.0 k/s. Since I haven't played it yet I can't tell you if there are any base defences on Under or not.

Subject: i wna know

Posted by [Anonymous](#) on Sat, 16 Feb 2002 09:18:00 GMT

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Yes, there are base defences on Under. Nod gets an Obelisk and two rocket turrets. GDI only gets an Advanced Guard Tower, but that's all they need. The defences of both sides are VERY powerful and will own any player or vehicle in direct confrontation.

Subject: i wna know

Posted by [Anonymous](#) on Sat, 16 Feb 2002 09:20:00 GMT

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No way! Nod's base defenses are ten times better the GDI's! I've takne out the AGT with only a flame tank, its really easy (See topic "Demo Tactics (Map 'Under')."

Subject: i wna know

Posted by [Anonymous](#) on Sat, 16 Feb 2002 09:24:00 GMT

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Must have been a small game. I've been playing 32 player games all day and no way could one tank get the AGT. We'd smoke that biatch like cheap dope. [February 16, 2002: Message edited by: RageMachine]

Subject: i wna know

Posted by [Anonymous](#) on Sat, 16 Feb 2002 09:44:00 GMT

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"No way! Nod's base defenses are ten times better the GDI's! I've takne out the AGT with only a flame tank, its really easy" The Obelisk does more damage yes, but the AGT has a better rate of fire. As for the turrets, they won't be that effective in the final game. The AGT has been tweaked accordingly in the beta, you cannot take it out with just one ftank, unless of course no one is repairing it or shooting at you Just watch how the basic stuff work in the demo, that's why they released it in the first place
