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Subject: Enemy Territory: Quake Wars

Posted by [Demolition man](#) on Mon, 16 May 2005 20:21:04 GMT

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[http://www.shacknews.com/screens.x/et\\_quak...5\\_quakewars.jpg](http://www.shacknews.com/screens.x/et_quak...5_quakewars.jpg)

Quote:As the invasion begins, players choose to battle as one of five unique classes in either the EDF (Earth Defense Force humans) or the barbaric alien Strogg armies, each augmented with specialist weapons and combat hardware. Troops utilize over 40 conventional and futuristic vehicles, deployable structures, and defense systems like quad-bikes, tanks, and alien walkers for epic ground assaults; or helicopters and anti-gravity ships to lend firepower from the air. Throughout each battle, teams establish bases, deploy defense structures, artillery, radar, and advanced forward-command systems into enemy territory while constructing and demolishing obstacles to speed progress and gain a tactical advantage over the enemy.

[http://www.shacknews.com/docs/press/051605\\_quakewars.x](http://www.shacknews.com/docs/press/051605_quakewars.x)

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