
Subject: Strategies for Under
Posted by [Anonymous](#) on Fri, 15 Feb 2002 14:11:00 GMT
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Ok, so all of us non-betatesters are teething on Under. Do any of the 'Old Guard' have any strats for us n00bs? (That's what I keep getting called anyway)

Subject: Strategies for Under
Posted by [Anonymous](#) on Fri, 15 Feb 2002 14:33:00 GMT
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The key to winning on Under is to get a good-sized force of tanks out in front of the enemy base as soon as possible. Keep the enemy holed up in their base, destroying anything that comes out (especially the harvester). If you can do that, you'll win. If you build up a large enough force of tanks/artillery, rush the base defenses. If you can manage to bring them down, you'll be able to destroy the enemy base instead of just waiting out the clock outside their base...

Subject: Strategies for Under
Posted by [Anonymous](#) on Sat, 16 Feb 2002 01:28:00 GMT
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In my opinion "Under" is one of the most difficult maps to win by completely destroying the base. Most games are won by high score. Except for when someone gets really creative. Here is a starter tip for each side to get you going. For GDI: the best start is to try and destroy the NOD harvester before it gets back from its first run and protect yours. This will give you a good credit advantage. Once you have enough credits try and take out the airstrip or refinery with MRL's. If a few MRL's have already left go for either a Humvee or M-tank for support. Humvee's are good for running over black hands. If GDI manages to destroy the air strip or ref. just keep picking away at the other buildings and try to keep em pinned down. For NOD: Same applies for the Harvester. Try and get a few players to save up for flame tanks. Once you have 3 flanks (minimum) rush the AGT. If you can take it out the rest is a cakewalk. There are a lot of variables and a lot of counter measures but these are some of the most frequently used strategies on the "Under" map. [February 16, 2002: Message edited by: dudex0x]

Subject: Strategies for Under
Posted by [Anonymous](#) on Wed, 29 May 2002 10:32:00 GMT
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quote:Originally posted by dudex0x: In my opinion "Under" is one of the most difficult maps to win by completely destroying the base. Most games are won by high score. Except for when someone gets really creative. Here is a starter tip for each side to get you going. For GDI: the best start is to try and destroy the NOD harvester before it gets back from its first run and protect yours. This will give you a good credit advantage. Once you have enough credits try and take out the airstrip or refinery with MRL's. If a few MRL's have already left go for either a Humvee or M-tank for support.

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Subject: Strategies for Under
Posted by [Anonymous](#) on Wed, 29 May 2002 13:25:00 GMT
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You can also get a 3 or more Flamers or Grenadiers with some cover really early on and while everybody else is worried about their harvester you can go kill the PP.

Subject: Strategies for Under
Posted by [Anonymous](#) on Wed, 29 May 2002 13:32:00 GMT
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quote:Originally posted by Crazy Ivan:You can also get a 3 or more Flamers or Grenadiers with some cover really early on and while everybody else is worried about their harvester you can go kill the PP.Don't take ThunderChicken seriously. The poster has probably got an answer already and you are only helping these stupid old topics to come back to life.

Subject: Strategies for Under
Posted by [Anonymous](#) on Wed, 29 May 2002 13:46:00 GMT
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quote:Originally posted by eae:Don't take ThunderChicken seriously. The poster has probably got an answer already and you are only helping these stupid old topics to come back to life.bumping these topics is of my own free will.

Subject: Strategies for Under
Posted by [Anonymous](#) on Wed, 29 May 2002 13:59:00 GMT
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quote:Originally posted by ThunderChicken:bumping these topics is of my own free will.
quote:Originally posted by aircraftkiller2001:

Subject: Strategies for Under

Posted by [Anonymous](#) on Wed, 29 May 2002 14:32:00 GMT

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Subject: Strategies for Under

Posted by [Anonymous](#) on Thu, 30 May 2002 00:22:00 GMT

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quote:Originally posted by ThunderChicken:I thought it was a MRLS, not a MRL...MRLS=Mobile Rocket Launcher SystemMRL=Mobile Rocket LauncherNo! Still don't.
