
Subject: Common myths debunked

Posted by [Anonymous](#) on Mon, 25 Feb 2002 02:41:00 GMT

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I just posted this in reply to someone on GameFAQs.com, and I thought I'd post it here for the benefit of newcomers. The italicized comments are one person's uninformed complaints about the multiplayer.

5) Automated defense too strong. Honestly, there are no dedicated defensive players in this game. Everyone is offense. The obelisk needs to be toned down, and the GDI tower needs to be REALLY toned down. Toned down because of what? One lone infantry unit can easily run by both as long as you run flat out and jump to avoid fire. It's cake, you'll get to your destination with at least half life if you do it right. I do it all the time as either side, and most people don't seem to believe you can do it so I always have an easy walk to the power plant after I accomplish this "impossible" task. Can't get a vehicle by? That's BS too. You can drive an APC right up to the base of either the AGT or the Obelisk and it'll have at least 30% health left providing you didn't meet any enemy tanks or antivehicle infantry along the way. Once you do that, it's cake to run inside and blow the building, especially if your APC was full of engineers or units to guard the engineers. A tank rush (3 or more tanks) will take down either building if executed properly as well. It's really easy against the obelisk, as it can only fire at one unit at a time, and you can knock out the turret closest to the airfield without getting into range of any defenses.

6) Too much focus on teamwork. This may be a good game for clans, but it seems pretty much impossible to do any significant damage to the base without an assload of people. If your playing in a public server, that simply isn't going to happen. They need to make the buildings much more fragile, but have them be repaired to full every 5 minutes or so. You don't need teamwork, it just helps a bit. It is NOT HARD to run through the back door and blow up a power plant by yourself, providing you can defend yourself with a pistol (if you're a technician/hotwire). If you have a single person with you for cover, it's even easier. The pistol is underrated, it'll kill anyone in at most 6 or 7 direct headshots. That's easy to do in close quarters, like when someone's trying to defuse your C4 on their buildings. I got 6 kills the other day just from engineers trying to defuse a nuke, and the two people who brought regular rifle infantry hit my proximity mines and died with two shots each. The technician is the best unit in the game when it comes to defending a small area VS. a lot of foes for a short period of time, which is exactly what you have to do once you infiltrate a base and drop timed C4 or a nuke/ion beacon. Throw your proxies by the door, whip out your 9mm, and let the fun begin. Fun example for you: The other day, I used my technician to blow up a power plant, killing a lot of other people in the process (the example I used above). Just from killing a building by myself, I had enough money for a cloaked Black Hand unit and a nuke, which I went and put on the pedestal in the GDI barracks. I defended it from 10 people with the help of a teammate with a Nod Officer chaingunner, and won the game for my team (the game ends instantly if a nuke or ion beacon goes off on the pedestal in the barracks/hand of Nod). Just with my actions alone, I would have succeeded in demolishing the whole base. ONE PERSON CAN TAKE DOWN A WHOLE BASE. 'Nuff said. [February 25, 2002: Message edited by: Deathgod]
