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Subject: Re: Cheap building taky downers  
Posted by [Starbuzz](#) on Wed, 05 Sep 2007 18:34:28 GMT  
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Surth wrote on Wed, 05 September 2007 11:10Are you kidding me? The Arty is about 10 Metres away from the tunnel, i can simply headshot or atleast splash you to death in a matter of 3 Shots. i even kill you without a supporting tech. In a 1on1, you CANT loose to any Infantry as far as i know.

Rememeber I said a "good" Havoc. A stupid dumb Havoc will pop out of the tunnel to engage the arty and get sent to hell. Only an idiot will do that...you use other areas to show up in.

A good Havoc will come from the place you least expect a Havoc to show up in. Go figure.

By the time your big ass lumbering Arty turns it's slow ass turret to find me, your repairing engi/techie would be dead and you would be pressing very very hard on the "S" button limping back to base.

Besides, there is NO WAY in hell that an Arty can kill me if I am Havoc.

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Am I missing something here? Did you 2 test on a map? AoBfrost and Surth in Siege?

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Surth wrote on Wed, 05 September 2007 12:01And yet Starbuzz says:

Quote:

A teched arty or artys in the middle won't work unless there is a really good Sakura in the tunnels to the right and there are Lights supporting the artys. Otherwise a good Havoc can easily kill through the tunnels and kill the techies and even the Artys and the poor engis that come out of it. I did this several times.

This is not what you said. You said a teched arty in the center canyon. That's all you said. You need Lights (at least 1) in the center canyon as well as a fine sniper in the tunnels. It's a combined arms strategy...a lone teched arty or artys as you seemed to suggest will be owned by a good Havoc.

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AoBfrost wrote on Wed, 05 September 2007 11:58I didnt kill you, you were behind the arty, so the arty went down 2 bars per shot, and you repairing your friends arty easily stopped my ramjet attack.

LOL LOL...you don't show up in front of the arty. Of course then the arty will win! The key is to kill the repairing engi/tech before you can mount a challenge against the arty itself. This can be done very easily in Siege provided you are a decent sniper.

Your first offensive action as the Havoc must have killed the engineer/techie. This is possible and has been done many times.

Remember to use the side passageway that lets you go the field from the bridge and vice-versa. The canyon is curved enough so the arty has to come out of the Nod portion of the canyon to somewhere in the middle to hit the WF. Given that fact, it should not be difficult at all to kill the repairing engi/Techie.

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