
Subject: Re: Advantages and Disadvantages of Teams

Posted by [Chimp](#) on Tue, 22 Jan 2008 23:06:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

Dover wrote on Tue, 22 January 2008 17:33Nod's main advantage is the teched MobArt, which trumps everything.

Uhm.....Arty's are point whores....Its not very common that you destroy any bases with arty's alone. They just provide supressing fire and help take out vehicles.

Get 2-3 Sydney's to use PIC's and fire on an art all at once > Mob Arts. They'll be do way more damage than the tech can compensate for, they'll all die, then the mammy's/meds will move in.

The best all around vehicle is the APC or Orca.
