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Subject: Re: Advantages and Disadvantages of Teams  
Posted by [trooprm02](#) on Wed, 23 Jan 2008 05:26:28 GMT  
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MWright967 wrote on Tue, 22 January 2008 17:06Dover 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

I'd love to catch you ingame. How about instead of making obvious threads about shit everyone already know about, you learn to play half decently?

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