
Subject: Re: Advantages and Disadvantages of Teams
Posted by [GEORGE ZIMMER](#) on Wed, 23 Jan 2008 13:29:30 GMT
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First, Surth, get out. Same for troop.

Second, PIC's ARE decent against arties, but they have some downsides.

Those being, they have to get somewhat in range of the arty to actually be able to hit it. The arty can shoot, too, y'know- And its splash damage is pretty devastating vs infantry. True, if the Sydneys could manage to hit the arty and it not be able to kill them off, they could take it down- But it'd be a lot better to grab an engineer and a medium tank or an APC and attack the arty with a more organized group (MRLS, 2 Mediums). They'd do a lot more damage to the arty than the Sydneys.

While it's not a BAD tactic, there could be much better ones to take out artilleries.

However, to your main point being that arty's aren't a main tank force- I agree completely. It's very tiring seeing people constantly have about 4 arties (Most if not all not even having a tech backing them up) go out in the field and get their asses handed to them.

Arties are only really useful if each one is backed up by a technician. Now, if you have 4 arties with 4 techs, you can definitely hold the field- But as said before, this doesn't necessarily make them a good assault force. Although, it certainly is possible to hold off a GDI assault then push forward and maybe take out base defenses.

As for the main topic itself, Nod ftw. It's just too bad that people generally don't know how to use Nod. As I said before, everyone seems to think arty's are gods of war.

It'd be a lot cooler to see a few tech'd arties backing up a main assault force composed of a few light tanks and a few stealth tanks, and maybe even an APC. If you can manage to do it right, you've got a damn good attack force.

I've never been much of a GDI person, though. They seem to be more brute force than tactics.

TL;DR: NOBODY USES NOD RIGHT.
