
Subject: Re: Nod vs. GDI (Again...)

Posted by [Hitman](#) on Thu, 21 Aug 2008 16:34:32 GMT

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pawkyfox wrote on Tue, 29 July 2008 15:48OMG NUKE WHAT A BIG ARSE POST OUCH MY EYEEEEEEEE!!!!!!!!!!

Toggle Spoiler haha kidding man...I like what eveyrone has to say I read your post lol

As for the topic, lol both Arty and MLRS have their good and bad. For example, if I was sieging an enemy base, I would rather be in a teched MLRS rather than a teched ARTY.

But the Arty simply owns due to continuous shots.

If you thinka bout it, it would be for the good of BOTH sides if, on the map Canyon, Nod had MLRS and GDI had Arty...

The GDI base entrance is crowded and has a big sand bump...a MLRS's tracking missiles would have no problem effortlessly homing in on the buildings...but in an Arty, you need to move up more...

And if GDI had Arty's...lol GG pretty soon as Nod base is too open. hehe those WW mapmakers surely knew what they were doing...
Imao gdi should have artys?

what the fuck are u smoking?

and arty>mrls by far
