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Subject: For the attention of Clan FUD

Posted by [spoonyrat](#) on Sat, 29 May 2004 11:27:58 GMT

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I may as well elaborate

Quote:

it's not going to last without engineer support for long in a one on one fight against most other vehicles

I can take any GDI ground vehicle with an arty ten times out of ten. Med: nine times out of ten. (Unless it's driven by a top CW player, in which case it would be more like four out of ten). And I don't need the range advantage to do it.

Quote:

it can be difficult to hit infantry close enough to do massive damage due to the inaccuracy of the Mobile Artillery's cannon

Bodyshotting infantry with an arty is easy as hell if you're reasonably close. At long distance... well, can't do it every shot, but it's do-able

Quote:

Be careful when taking on enemy tanks with a Mobile Artillery; unless you can outrange them they're probably going to kick your ass

Read the reply to the first quote, it's the same thing really

Quote:

If you see this happening, the easiest way to remove them is to get a Havoc or PIC Sydney

False. If the artillery is piloted by a tech, which it probably will be, a single Havoc or PIC simply cannot win unless he manages to kill the tech, which is unlikely against a good player. The only GDI weaponry a technician can't repair over are: med, MRLS, mammoth and orca missiles. And APC+PIC, but most people don't know what that is anyway

Quote:

Unless you're outside their range, I don't recommend taking on tanks with a Mobile Artillery as you will probably lose

Again, this is virtually the same as the first and third quotes.

Whoever wrote this commentary has never seen an arty piloted by someone who actually knows how to use it

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