
Subject: Question for ACK

Posted by [spoonyrat](#) on Thu, 17 Jun 2004 21:46:50 GMT

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Re: the limited ammo for orca and apache

If there was an orca vs apache fight and no other units were involved, would either of them actually have enough ammo to kill the other?

Subject: Question for ACK

Posted by [Aircraftkiller](#) on Thu, 17 Jun 2004 22:08:19 GMT

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I don't know. Possibly.

Subject: ammo

Posted by [Ziasod](#) on Thu, 17 Jun 2004 22:32:47 GMT

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yeah it really lame that a arty can shoot endless and an inf unit can't.

at least make some useless limit of 800 at arties

a good renegade player always have his ducktabe nearby :twisted:

Subject: Question for ACK

Posted by [Phoenix - Aeon](#) on Thu, 17 Jun 2004 23:15:50 GMT

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what?!?

Subject: Question for ACK

Posted by [PointlessAmbler](#) on Fri, 18 Jun 2004 00:34:21 GMT

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I can usually hack my way through poor spelling, but a sentence structure like THAT is nigh-incomprehensible.

Subject: Question for ACK

Posted by [Renx](#) on Fri, 18 Jun 2004 03:10:49 GMT

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I think he's trying to say that ducktape is the god of all tapes, which is true ^_^

Subject: Question for ACK

Posted by [Ziasod](#) on Fri, 18 Jun 2004 14:55:56 GMT

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aint nobody using ducktabe to fire arties at mesa map ect?

Subject: Question for ACK

Posted by [spoonyrat](#) on Fri, 18 Jun 2004 17:55:52 GMT

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People like that give the arty a bad name

Subject: Question for ACK

Posted by [Vitaminous](#) on Fri, 18 Jun 2004 18:08:04 GMT

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OMGWTF LE HARTEY HAS LE BAD NAMEE?!?!?!

Subject: Question for ACK

Posted by [spoonyrat](#) on Fri, 18 Jun 2004 18:47:46 GMT

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Yes, as a pointwhore tool that's only good for shooting buildings to rack up MVP, instead of the awesome anti-tank and anti-infantry weapon it actually is

Subject: Question for ACK

Posted by [smwScott](#) on Fri, 18 Jun 2004 18:56:15 GMT

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The artillery is primarily used for attacking structures, there are better anti-unit alternatives. Attacking a structure is not point whoring, it's winning. I've destroyed quite a few structures from the top of the hill on hourglass, simply because the enemy didn't realize it until it was too late. However, if I realize that it is impossible to destroy because there are too many engineers repairing it then I leave, because it's boring. However, I admire the people who keep shooting it. They are gaining points for the team and keeping at least on person totally occupied, which is an advantage for your team, even if they think they're doing it for themselves.

Subject: Question for ACK

Posted by [nastym4n](#) on Sat, 19 Jun 2004 02:28:14 GMT

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blah de blah blah blah blah

just stfu and play, its an arty, it doesnt make the tea for you,

but it is known for its ass kicking capabilities. End of.
