
Subject: Early game Arty and Mrl rushes?
Posted by [prasp](#) on Fri, 10 Aug 2007 15:02:21 GMT
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What's your opinion on them?

Subject: Re: Early game Arty and Mrl rushes?
Posted by [Herr Surth](#) on Fri, 10 Aug 2007 15:06:17 GMT
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on no-defense-maps its pretty ugly when a arty rushed your wf before you could buy anything.

Subject: Re: Early game Arty and Mrl rushes?
Posted by [Jamie or NuneGa](#) on Fri, 10 Aug 2007 15:14:59 GMT
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mrl rushes on hourglass can be a big suprise but with a well organized team you can repair and let obby finish them,

as for arty on say complex... if you have a team of 8 arty's vs a team all saving for meds gdi will get obliterated.

Also both these vehicles are relatively cheap in comparison to firepower so easy to get, can take out infantry fast also so early game vs a unorganized team will win everytime.

Subject: Re: Early game Arty and Mrl rushes?
Posted by [Quackpunk](#) on Sat, 11 Aug 2007 03:22:42 GMT
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some of you may know, but there is this tactic in hourglass known as the arty rush, where nod gets 4 or 5 arties and rush from the top at the agt. it is totally unexpected and ive rarely seen it fail especially if it is done at the very beginning

Subject: Re: Early game Arty and Mrl rushes?
Posted by [puddle_splasher](#) on Sat, 11 Aug 2007 09:03:28 GMT
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MRLS and ARTY are all I use in the early stages and they are both very effective if you have proper support for repairs. Not even Snipers can take them out if properly supported. That includes healing the repairers.

If properly organised in the large 40+ servers these tactics are generally highly successful.

Most definately recommended. All this for the price of a few seconds more than an SBH!!!!

Subject: Re: Early game Arty and Mrl rushes?
Posted by [sadukar09](#) on Sat, 11 Aug 2007 11:58:17 GMT
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A teched arty will blow anything back to the stone age if its a 1v1 .

Subject: Re: Early game Arty and Mrl rushes?
Posted by [Jamie or NuneGa](#) on Sat, 11 Aug 2007 12:23:30 GMT
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sadukar09 wrote on Sat, 11 August 2007 06:58A teched arty will blow anything back to the stone age if its a 1v1 .

med vs arty in 1v1 med will prob win, med will be very low health low... this is taking two players at same skill level for example though... like ya say a prob driving an arty can own a non pro in most veh's

Getting back to topic title, mrl's are screwed if a good players manages to loop ya in an apc... or often even a humvee

Subject: Re: Early game Arty and Mrl rushes?
Posted by [sadukar09](#) on Sat, 11 Aug 2007 12:24:06 GMT
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err...I mean an arty+techy can win in any situation unless they got 2 meds on the arty.

Subject: Re: Early game Arty and Mrl rushes?
Posted by [Spoony](#) on Sat, 11 Aug 2007 15:44:19 GMT
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sadukar09 wrote on Sat, 11 August 2007 06:58A teched arty will blow anything back to the stone age if its a 1v1 .
that's because it isn't a 1v1

Subject: Re: Early game Arty and Mrl rushes?
Posted by [sadukar09](#) on Sat, 11 Aug 2007 15:59:33 GMT
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Spoony wrote on Sat, 11 August 2007 10:44sadukar09 wrote on Sat, 11 August 2007 06:58A
teched arty will blow anything back to the stone age if its a 1v1 .
that's because it isn't a 1v1

You guys don't get the context it's when say in any game really (cept 1v1 games because you
won't have teched arties) An artillery+a techy will win against pretty much anything.

Subject: Re: Early game Arty and Mrl rushes?
Posted by [Spoony](#) on Sat, 11 Aug 2007 16:18:38 GMT
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You're giving Nod an advantage you aren't giving GDI...

you might just as well say "an orca and a med tank will beat any single thing Nod has"... of course
it will, it's 2v1

Subject: Re: Early game Arty and Mrl rushes?
Posted by [Spoony](#) on Sat, 11 Aug 2007 16:20:01 GMT
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Spoony wrote on Sat, 11 August 2007 18:18you might just as well say "an orca and a med tank
will beat any single thing Nod has"... of course it will, it's 2v1
(unless the orca and med are karmai and boom of course, I expect karmai still remembers that
cityfly game)

Subject: Re: Early game Arty and Mrl rushes?
Posted by [sadukar09](#) on Sat, 11 Aug 2007 17:44:32 GMT
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Spoony wrote on Sat, 11 August 2007 11:20Spoony wrote on Sat, 11 August 2007 18:18you
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(unless the orca and med are karmai and boom of course, I expect karmai still remembers that
cityfly game)
i mean big games

Subject: Re: Early game Arty and Mrl rushes?
Posted by [Herr Surth](#) on Sat, 11 Aug 2007 18:28:59 GMT
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Big Games arent competitional (is there such a word? lol) and thus dont mean anything.

Subject: Re: Early game Arty and Mrl rushes?
Posted by [Starbuzz](#) on Sat, 11 Aug 2007 19:10:16 GMT
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NuNeGa wrote on Sat, 11 August 2007 08:23sadukar09 wrote on Sat, 11 August 2007 06:58A
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Getting back to topic title, mrl's are screwed if a good players manages to loop ya in an apc... or often even a humvee

Flamethrowers can melt MLRS. A single good flamethrower can easily destroy a MLRS.

Subject: Re: Early game Arty and Mrl rushes?
Posted by [puddle_splasher](#) on Sun, 12 Aug 2007 11:43:35 GMT
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Surth wrote on Sat, 11 August 2007 13:28Big Games arent competition (is there such a word? lol) and thus dont mean anything.

Competitive!!!

But I still knew what you meant. Carry on.....

Subject: Re: Early game Arty and Mrl rushes?
Posted by [Goztow](#) on Mon, 13 Aug 2007 06:51:25 GMT
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He means that an arty + tech are really strong at the start of the game on many maps, and they are.

Subject: Re: Early game Arty and Mrl rushes?
Posted by [prasp](#) on Tue, 14 Aug 2007 17:14:24 GMT
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Quote:Flamethrowers can melt MLRS. A single good flamethrower can easily destroy a MLRS.

Yeah, if they pop out of the tunnel or if they're stupid enough to move straight up to a building to get kills.

Quote:A teched arty will blow anything back to the stone age if its a 1v1 .

Early in the game gdi's not going to be able to get out a single med, unless they get a vechile crate.

Subject: Re: Early game Arty and Mrl rushes?

Posted by [Jamie or NuneGa](#) on Tue, 14 Aug 2007 20:32:31 GMT

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prasp wrote on Tue, 14 August 2007 12:14Quote:Flamethrowers can melt MLRS. A single good flamethrower can easily destroy a MLRS.

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Quote:A teched arty will blow anything back to the stone age if its a 1v1 .

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good players often donate each other.

Subject: Re: Early game Arty and Mrl rushes?

Posted by [JPNOD](#) on Tue, 14 Aug 2007 21:28:24 GMT

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NuNeGa wrote on Tue, 14 August 2007 16:32prasp wrote on Tue, 14 August 2007 12:14Quote:Flamethrowers can melt MLRS. A single good flamethrower can easily destroy a MLRS.

Yeah, if they pop out of the tunnel or if they're stupid enough to move straight up to a building to get kills.

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Early in the game gdi's not going to be able to get out a single med, unless they get a vechile crate.

good players often donate each other.

That's why donate wasn't intended to be in this game as it changes the game drastic.

And it has nothing to do with the players being "good"

Subject: Re: Early game Arty and Mrl rushes?
Posted by [prasp](#) on Wed, 15 Aug 2007 02:17:44 GMT
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Ok, to steer this discussion back to the originally intended...

I recently have practiced rushing with 4-6 artys early on in game on city-flying, and I even tried it with MRLS.

What do you think of that rush?

Subject: Re: Early game Arty and Mrl rushes?
Posted by [Carrierll](#) on Wed, 15 Aug 2007 08:59:01 GMT
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I've used an MRLS rush on hourglass, on other maps, like City_Flying, the bases are too far apart.

Subject: Re: Early game Arty and Mrl rushes?
Posted by [puddle_splasher](#) on Wed, 15 Aug 2007 10:01:01 GMT
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A 6 arty/mrl rush will fail if not properly supported with techs/hottys.

Occasionally they will surpass all expectations and blow up a building or two without support, especially if you are playing against nuggets.
