
Subject: Fartilleries

Posted by [Foxtrot](#) on Thu, 22 May 2008 02:52:54 GMT

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Is there any proven way to beat arties with tech support, Myself included I see everythnig die to them, Even ramjets cant keep up with a tech repair

Subject: Re: Fartilleries

Posted by [Nukelt15](#) on Thu, 22 May 2008 03:39:39 GMT

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The simple answer is that nothing on its own is going to work unless the Tech and the Arty driver are especially dumb. While there may be only one vehicle shooting at you, with the Tech attached you're really fighting a two-on-one battle. The best and easiest way to counter that situation is to turn it into a two-on-two battle by bringing in a teammate of your own. Send a message over team chat, and if nobody responds then keep an eye out for teammates who are attacking the Arty and try to lend them your support.

One thing I'll recommend against is rushing en masse- remember that you have to fight all the way across the field to get to that Arty before killing it, and a good Arty driver will almost certainly plug several of the attackers (or at least chalk up some serious points) before they can get in effective range to fight back. Two or more players with medium to long range weapons and ample cover are the best way to go.

Subject: Re: Fartilleries

Posted by [Goztow](#) on Thu, 22 May 2008 06:50:10 GMT

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Tech + art = 2 players. 2 meds beat tech + art. It's just much harder to get meds to rush out in a group than it is to make arts come out with their techs, one by one, in a public game.

Subject: Re: Fartilleries

Posted by [TD](#) on Thu, 22 May 2008 06:52:52 GMT

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It takes two people to take a teched arty out. You could use a mix of Havoc+Med, Soldier+Med, HUM+Med, APC+Med, MRLS+Med, or when an arty is pretty low in health and you see a med hitting it, you could also just pistol it. Might sound crazy but it'll support the med and eventually you'll both take the arty out. The combination of infantry and vehicle is still risky though and might never work against a good arty.

The only unit to take a teched arty on his own is the Mammoth Tank, even though the arty has to be in his range, so until it moves up to the arty, it will probably be damaged well. A teched Mammoth is quite effective if done well.

The most used combination is Med+Med still, and it's very effective, but takes some good teamwork. Both Meds have to KEEP hitting the arty when it's out, and repair up as it falls back. When one of the meds is quite low, the other one has to support the other med by keeping the arty's health low until it's coming out, so that the other med can hit it when it's out and it'll be already somewhat damaged.

APC+APC, HUM+APC, HUM+HUM could work too, but hummers die easily, and both apc's have to keep hitting the arty.

Subject: Re: Fartilleries
Posted by [jnz](#) on Thu, 22 May 2008 07:13:06 GMT
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Throw a brick of C4 on top of it.

Subject: Re: Fartilleries
Posted by [Lone0001](#) on Thu, 22 May 2008 16:12:39 GMT
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RoShamBo wrote on Thu, 22 May 2008 03:13Throw a brick of C4 on top of it.

^That works good lol or you can just get a havoc get into position where the tech can't see you but you can him and then get him and the arty will go down easily, it doesn't always take 2 people to beat them.

Subject: Re: Fartilleries
Posted by [bisen11](#) on Mon, 26 May 2008 19:23:39 GMT
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If you're on your own, this will be difficult especially on some levels but the best way would probably be to sneak behind the arty, if you have creds then snipe the tech, if not then try to c4 the top of the arty or take the tech out.

Subject: Re: Fartilleries
Posted by [Spoony](#) on Mon, 26 May 2008 19:40:02 GMT
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if you're on your own, it's not gonna happen unless the arty is an idiot.

TD is correct, you need two GDI players. two meds is your best bet

Subject: Re: Fartilleries

Posted by [Starbuzz](#) on Mon, 26 May 2008 20:33:31 GMT

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Though a lone sniper can work, unfortunately it is not applicable in all maps. The tactic itself is flawed; lone Havoc takes out Tech and then kills Arty and then what? That's it...the Havoc can't do shit nothing.

The best counter is what's been said before: 2 Meds. Not only have you destroyed the Arty, you also have invested in 2 vehicles that gives you longevity in taking back the field and going on the offensive.

Subject: Re: Fartilleries

Posted by [Lone0001](#) on Mon, 26 May 2008 21:56:00 GMT

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Meh I wouldn't be concerned about that I'm sure the havoc would have plenty more to do(i.e. fighting off other snipers on the way to kill the tech and arty and killing more artys and techs and snipers afterwards).

If not well if you feel confident enough to do it get a PIC Sydney.

Subject: Re: Fartilleries

Posted by [GEORGE ZIMMER](#) on Tue, 27 May 2008 03:08:09 GMT

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If you're unable to take out an arty and a technician, then you're probably an idiot. Even an unorganized team can be organized if you help THEM instead of constantly asking for help. People rarely realize that they're not the fucking GDI general when it comes to situations like that. That's part of the reason why people outright fail in public servers.

Two ramjets can pick off its health easily enough, and probably get a good amount of points along the way (Even with pointfix... Repairs=more points, so yeah). And if you're lucky, you may be able to take out the tech before the art, making your job easier.

As said before, there's a dickton of things you can easily do, they just require two people... Just like how a tech'd arty requires two people.

Subject: Re: Fartilleries

Posted by [Goztow](#) on Tue, 27 May 2008 06:40:34 GMT

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If a teched art gets killed by a single havoc, then he must be really bad at this game :-S. Even if it sneaked up by surprise.

Subject: Re: Fartilleries

Posted by [InternetThug](#) on Tue, 27 May 2008 09:09:19 GMT

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Round up 12 people to buy tiberium sydney's with you and spray the fuck out of the arty, always works for me.

Subject: Re: Fartilleries

Posted by [Starbuzz](#) on Tue, 27 May 2008 17:39:33 GMT

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Arty/Tech with both players on TS is pure win.

Subject: Re: Fartilleries

Posted by [Spyder](#) on Tue, 27 May 2008 19:58:38 GMT

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I always sneak around them and snipe the tech...then I got some friends to shoot the vehicle

Subject: Re: Fartilleries

Posted by [u6795](#) on Tue, 27 May 2008 21:57:32 GMT

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NSStRyKeR wrote on Tue, 27 May 2008 05:09 Round up 12 people to buy tiberium sydney's with you and spray the fuck out of the arty, always works for me.

Good luck finding 12 competent people in a normal game that aren't wanting to run off and do their own retarded bullshit.

I think the best thing you could do is try and snipe the techs- with those who are repairing the thing down it'll either pull back and retreat or get chopped up by anything heavier on the field, such as tanks, etc. It wouldn't need tech support unless it was getting fired on, anyways.

Subject: Re: Fartilleries

Posted by [TD](#) on Tue, 27 May 2008 22:14:14 GMT

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NSStRyKeR's idea is the only way of ensuring a 100% win in any situation.

Subject: Re: Fartilleries

Posted by [GEORGE ZIMMER](#) on Wed, 28 May 2008 16:55:22 GMT

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Actually, you're ALL wrong, even myself.

The BEST way to take out an artillery is to run in a straight line towards them with your whole team being GDI soldiers.

This will ensure victory for sure.

Subject: Re: Fartilleries

Posted by [Starbuzz](#) on Wed, 28 May 2008 16:57:24 GMT

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Fartilleries thread has run it's course.

Subject: Re: Fartilleries

Posted by [u6795](#) on Thu, 29 May 2008 02:31:28 GMT

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Cabal8616 wrote on Wed, 28 May 2008 12:55Actually, you're ALL wrong, even myself.

The BEST way to take out an artillery is to run in a straight line towards them with your whole team being GDI soldiers.

This will ensure victory for sure.

Holy shit. Holy FUCKING shit.

That's the most amazing thing I've ever heard.

Subject: Re: Fartilleries

Posted by [Starbuzz](#) on Thu, 29 May 2008 13:31:44 GMT

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Starbuzz wrote on Wed, 28 May 2008 11:57Fartilleries thread has run it's course.

Subject: Re: Fartilleries

Posted by [u6795](#) on Thu, 29 May 2008 18:37:54 GMT

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Starbuzz wrote on Thu, 29 May 2008 09:31Starbuzz wrote on Wed, 28 May 2008 11:57Fartilleries thread has run it's course.

Your face has run it's course.
