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Subject: ARTY/MRLS RUSH

Posted by [Anonymous](#) on Sun, 14 Apr 2002 14:13:00 GMT

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this is a strategy we came up with on the forum game, and now use quite often... 5-6 (preferably) artys/mrls's, and 2-3 engines (more if possible, hard to arrange)... find a good vantage spot, and open up... works best on city

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Subject: ARTY/MRLS RUSH

Posted by [Anonymous](#) on Sun, 14 Apr 2002 14:18:00 GMT

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works great for nod on field too

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Subject: ARTY/MRLS RUSH

Posted by [Anonymous](#) on Sun, 14 Apr 2002 14:49:00 GMT

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I love when the opposing team all gets mrls/arty and tries to pound our base into submission. Since they are all in vehicles, nobody is guarding the base while I plant a beacon on their pedestal

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Subject: ARTY/MRLS RUSH

Posted by [Anonymous](#) on Sun, 14 Apr 2002 15:52:00 GMT

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quote:Originally posted by Blazer:I love when the opposing team all gets mrls/arty and tries to pound our base into submission. Since they are all in vehicles, nobody is guarding the base while I plant a beacon on their pedestal right, who's minding the base!? lol.. anyway, no strategy works all the time. i could see this one working sometimes, not always. risk is an essential to winning the game though, and sometimes you just have to go for it. you may end up losing the game by trying it, but that's the way the ball bounces. if you never take risk, you'll never win...

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Subject: ARTY/MRLS RUSH

Posted by [Anonymous](#) on Sun, 14 Apr 2002 16:35:00 GMT

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Yep -- seems when all the tank heros go out -- no one stays back (or they leave One) to defend....then they complain when stuff blows up....go figure..?As Zukkov says - you need to balance your forces and play different strats....what works on one map/team may not work on the next/same.Battle is fluid - sometimes when you think you won - \*BAM\* they sneak in and wake you up to reality....BTW - the game where my team was winning and Nod ran in to beacon the ped

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-- good job!

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Subject: ARTY/MRLS RUSH

Posted by [Anonymous](#) on Sun, 14 Apr 2002 17:20:00 GMT

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The above comments are true but with balance of teams you should have enough arty and rockets to pee some unpleasantness all over the enemy base. A few guards in the base will only sacrifice an arty piece and an engineer. No worries

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Subject: ARTY/MRLS RUSH

Posted by [Anonymous](#) on Mon, 15 Apr 2002 19:16:00 GMT

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bump

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