
Subject: ARTS ARE THE BOMB!

Posted by [Anonymous](#) on Wed, 13 Nov 2002 16:35:00 GMT

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450 bucks gets u MAD range, MAD firepower(with splash damage), though they are slightly in accurate and are weak in the armor department, these guys OWN and tank from a distance.

Subject: ARTS ARE THE BOMB!

Posted by [Anonymous](#) on Wed, 13 Nov 2002 16:49:00 GMT

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No, Humm'vees own. They are the best ever:DAs long as there are no snipers, its an awesome scout vehicle

Subject: ARTS ARE THE BOMB!

Posted by [Anonymous](#) on Wed, 13 Nov 2002 17:33:00 GMT

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Artillary make of the best defense units... Exp. in under, hourglass and field...They're also good in many other situations, good for taking out hotwire/engineers that are healing units as well.

Subject: ARTS ARE THE BOMB!

Posted by [Anonymous](#) on Wed, 13 Nov 2002 18:18:00 GMT

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I like the art for its fast shells instead of the slow MRLS rockets.

Subject: ARTS ARE THE BOMB!

Posted by [Anonymous](#) on Wed, 13 Nov 2002 19:10:00 GMT

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if it wasn't for the locking on properties of the mrls I'd say the only good thing about it is the fact it does good damage towards building. It was practically suck in almost everyway.The MRLS is also the best ground anti aircraft vehicle becomes the missiles lock on. The Recon bike is the only vehicle that comes close to being anywhere near as good. You just need to keep the aircraft from getting otop of you. [November 13, 2002, 19:14: Message edited by: generalfox]

Subject: ARTS ARE THE BOMB!

Posted by [Anonymous](#) on Wed, 13 Nov 2002 19:55:00 GMT

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It Owns many things. I have seen a have decent Arty driver take out entire rushes by GDI.

Subject: ARTS ARE THE BOMB!

Posted by [Anonymous](#) on Wed, 13 Nov 2002 20:23:00 GMT

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The range of the mob art is usually overlooked by GDI.. quite often on field.mix, I get into a "duel" with a medium or mammoth, and they just blast away not realising their shells are coming up short

I've said before and say it again, a pair of mobs with decent tech support can practically own the field from the Nod base entrance - and let other team members get into position.

Subject: ARTS ARE THE BOMB!

Posted by [Anonymous](#) on Thu, 14 Nov 2002 04:22:00 GMT

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one sniper and all your arts kick the bucket. There is no use for an arty if there's no backup with tanks and techs. On the other hand, a lonely med/light tank can easily survive and dominate the whole battlefield.

Subject: ARTS ARE THE BOMB!

Posted by [Anonymous](#) on Thu, 14 Nov 2002 06:14:00 GMT

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Art IS fun.I myself enjoy surrealist finger paintings...

Subject: ARTS ARE THE BOMB!

Posted by [Anonymous](#) on Thu, 14 Nov 2002 06:29:00 GMT

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quote:Originally posted by Crookets:Art IS fun.I myself enjoy surrealist finger paintings...This brings up an interesting observation.Is Mob Art paintings of riots?

Subject: ARTS ARE THE BOMB!

Posted by [Anonymous](#) on Thu, 14 Nov 2002 11:45:00 GMT

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Egg yes one sniper can reak havoc on an arty but what can 1 arty to do tanks as they leave the GDI base. THE fire power of an Arty shell is immense. Th3y 2r3 7h3y 0wn2g3!!!!!! so STFU

Subject: ARTS ARE THE BOMB!

Posted by [Anonymous](#) on Thu, 14 Nov 2002 13:59:00 GMT

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Yes, you can drive around the arty with an APC and the arty can't target you. And on field.mix, when there's an arty camping at the base entrance you can first sneak behind the tiberium-hill in front of the GDI base and then finish the arty off from the bridge. There is no unit in renegade that owns others, that's true. It's all about practice (and lag).

Subject: ARTS ARE THE BOMB!

Posted by [Anonymous](#) on Thu, 14 Nov 2002 14:00:00 GMT

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code:http://renchat4.westwood.com/RenegadeGameInfo/InfoController/?game_id=94219965&action=get_game_details&page=0Copy and Paste... Check out my score to everyone else's... I did that in Under by staying in one spot the entire game with Artillery and shoot. I never lost the Artillery the entire match and I only got killed before I got the artillery (the first like 5 to 10 minutes of the game). I was MVP that match due to the high score I got too.

Subject: ARTS ARE THE BOMB!

Posted by [Anonymous](#) on Fri, 15 Nov 2002 00:11:00 GMT

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I may be mistaken, but I guess no unit owns all others, cuz it all depends on SKILLZ and T34MWORK! I managed to take out an arti with my out-of-armor-med just because I somehow dodged the shells. Guess the nodder forgot about the s-l-o-w turning rate of his turret. [November 14, 2002, 12:12: Message edited by: XOSkel]
