Subject: Mobile Artillery- The Ultimate Sniper Weapon
Posted by Anonymous on Fri, 27 Dec 2002 07:27:00 GMT
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As an experienced Renegade player i find that the MA tank is not only a great siege weapon, but can be used in much the same way as a sniper character. When using the MA avoid open fields, and try to use the landscape and buildings for cover and consilment. Remember that distance is your friend in a MA vehicle. Plan your route of escape before your get to a spot. Use the landscape to escape by trying to force OPFOR (Opposing Forces) to use a limited avenue of approach to get to you. If they choose to follow lead the target(s) by blasting the approach avenue. An enemy using random lateral movement to attack is the MA tank's toughest opponent.Never overstay your welcome in one spot. I only move into position when i have friendly forces in front or my avenue of escape is very good.   GDI forces that are being pounded by MA tanks will attempt suicide lunges to dislodge your positions, so a good escape route is essential.Drive the dang tank backwards. Do this for 2 reasons. 1. It's less of you to hit if you are peeking around a corner. 2. It's much easier to escape with the front pointing away from the enemy. The pivot point is much better driving forward so it's better for escape than approach.

Subject: Mobile Artillery- The Ultimate Sniper Weapon
Posted by Anonymous on Sat, 28 Dec 2002 17:33:00 GMT
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yo!

Subject: Mobile Artillery- The Ultimate Sniper Weapon
Posted by Anonymous on Sun, 29 Dec 2002 11:37:00 GMT
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i use it like that all the time,i can kill the AGT with it without it shooting me, go in reberse around the corner untell u can just see the bottom of the AGT then fire at the bottom corner out of sight of the weapons on it.

Subject: Mobile Artillery- The Ultimate Sniper Weapon
Posted by Anonymous on Sun, 29 Dec 2002 20:31:00 GMT
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i r orwnage in arty