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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.

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