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Subject: For the attention of Clan FUD

Posted by [Javaxcx](#) on Sat, 29 May 2004 12:59:49 GMT

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spoonyratl can take any GDI ground vehicle with an arty ten times out of ten. Med: nine times out of ten. (Unless it's driven by a top CW player, in which case it would be more like four out of ten). And I don't need the range advantage to do it.

Again: You've never seen Priest of B in a tank.

Quote:Bodyshotting infantry with an arty is easy as hell if you're reasonably close. At long distance... well, can't do it every shot, but it's do-able

Note the key word "can", as in "can be difficult". I find it fairly easy to hit any infantry with a tank shell, but that doesn't mean there aren't situations where it is difficult.

Quote:

False. If the artillery is piloted by a tech, which it probably will be, a single Havoc or PIC simply cannot win unless he manages to kill the tech, which is unlikely against a good player. The only GDI weaponry a technician can't repair over are: med, MRLS, mammoth and orca missiles. And APC+PIC, but most people don't know what that is anyway

So let me get this straight: You're using utterly circumstantial situations to argue a concrete conclusion. Well, two can play that game. Even if the Artillery WAS manned with a technician, if you're a PIC or a Havoc, or hell, even a Deadeye, if you can't hit the tard when he hops out of his tank, then you lack discipline, friend. It's fairly easy to navigate around the artillery to hit a unit from any angle.

Quote:Whoever wrote this commentary has never seen an arty piloted by someone who actually knows how to use it

I hope your referring to your own commentary, because you have generally no idea what you're talking about.

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