Subject: Nod vs. GDI (Again...)
Posted by JoeBro on Tue, 29 Jul 2008 14:51:43 GMT
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Again, answer the following questions in your own opinion:
1. Is the GDI MRLS better or the Nod Arty?
2. Is the GDI Mammy better or the Nod STank?
Bye!   lol

Subject: Re: Nod vs. GDI (Again...)
Posted by Canadacdn on Tue, 29 Jul 2008 14:52:35 GMT
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What's the point of this? Did you just figure out how coloured text worked or something, and had to make this topic?

Subject: Re: Nod vs. GDI (Again...)
Posted by JoeBro on Tue, 29 Jul 2008 14:57:04 GMT
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Canadacdn wrote on Tue, 29 July 2008 09:52What's the point of this? Did you just figure out how coloured text worked or something, and had to make this topic?
i knew how to do the colored text before, i just started to use it cause it is easier for others to see what my point is. as for the topic, someone requested it

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Subject: Re: Nod vs. GDI (Again...)
Posted by R315r4z0r on Tue, 29 Jul 2008 14:58:29 GMT
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The Nod Artillery has many various obvious advantages over the MRLS, but if you are good with an MRLS, it can be pretty good. It's only downside is that the rockets move too slow.. anyone can dodge them. However, they do track and are able to fire around corners. I'm going to say I prefer the MRLS over the Artillery.

As for the Mammoth tank and the Stealth tank, it really depends on the situation. For just one single Stealth tank, most of the time the Mammoth is better (just as long as you use the tusk missiles to destroy it and not the cannons). However, if you are with more than 1 stealth tank, then you can easily over power a Mammoth tank.

Subject: Re: Nod vs. GDI (Again...)
Posted by djlaptop on Tue, 29 Jul 2008 15:06:49 GMT
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One advantage an arty has over mrl is close-range fire. Get a buggy right up on a mrl (or even just a regular soldier or shotgunner for that matter), and the mrl is dead, unable to defend itself.

...which is why, if you're driving an MRLS and you see an enemy headed your way, the very first thing you do is turn towards it and back the hell up. MRLS can't do squat once the bad guy is sitting next to it, but it is absolutely godlike at smashing anything beyond arm's length and isn't exactly terrible at doing damage to things that are nose-to-nose with it. For that matter, Arty isn't so grand at dealing with close-up enemies either... it does have the advantage of a 360-degree turret, but that gun is long. It can usually kill infantry with splash quick enough to save its own life, but if a vehicle pulls up next to it? Lights out for Arty. Like the MRLS, the Arty can't effectively deal with vehicles that manage to get close unless they are directly in front of it... but unlike the MRLS, the Arty is usually driven backwards.The moral of the story is that both vehicles are painfully bad at close combat, but the Arty has a slight edge and thus a better chance of survival.

However, the MRLS has the potential to do far more concentrated damage per reload, or to spread damage over a wide area very quickly. Neither is really better at killing structures, and I'd rather have the Arty against tanks... but using MRLS, I find that I'm much better off against infantry or tanks supported by infantry. Arty shots do a lot of damage individually, and the Arty reloads faster, but it can't match the punch of a single MRLS volley- plus, even though they have a long travel time, all six of those rockets are going exactly where I pointed them, and some of them will even track if the target moves. Arty shells have a bit of jitter; they won't always hit the same exact point twice in a row, let alone six times. If I target a particular door with an MRLS, none of my shots are going to hit the frame- all of them are going to hit the door itself, and if that door opens then all of them are going inside.

MRLS really shines at wiping out infantry en masse; I get more infantry kills with that one vehicle than with every other weapon and vehicle in the game combined. That goes from proximity "soft kills" on engineers supporting tanks to deliberately targeting doors and windows to kill a building's defenders... and killing pesky little bunny-hopping infantry trying to kill me. I have with MRLS the option of focusing all of my missiles on a single target or spreading them to do damage to a lot of targets at once, and that really spells death of the squishies. MRLS is also quite handy for base defense- it can clear out the SBHs guarding a beacon very quickly, and against a Flamer or STank rush can usually kill a couple of the attackers on its own before they get close enough to reply (since rushing vehicles always travel along a predictable path and are very easy to hit).

Arty, however, is unquestionably superior at killing other vehicles. The little bit of jitter in its shots hurts against small targets, but not against vehicles, and that each shot travels faster makes a huge difference in my ability to hit something that's moving. It isn't that hard to throw a volley of MRLS rockets at somebody's general area and do enough splash damage to kill them... as infantry. Even the slowest vehicles on Nod, however, can move out of the way and usually avoid taking serious damage. Arty makes a better camping vehicle for that reason; a line of MRLS is weaker against the occasional tank that comes out to try and break the blockade. Also, one against the other, the Arty will almost always come out on top because many of the MRLS rockets

won't even hit it. Despite being massive second only to the Mammoth, the Arty is also far more maneuverable- the MRLS has trouble on steep slopes and uneven ground, whereas the Arty is much more responsive and stable (in part because it is so much bigger).

My preference is for the MRLS.

Stank vs. Mammy is tougher- both vehicles are meant to exemplify their respective sides' philosophies. STanks are clearly superior as rushers because of their speed and firepower, but Mammoths make better campers. I'd hesitate to use either vehicle for general combat- the Mammy is way too slow, the STank lacks armor, and both are pathetically short-ranged compared to anything besides a Flamer. While the STank has the advantage of surprise, it doesn't have much opportunity to use it on Ren's relatively confined multiplayer maps. Any halfwit with a machine gun can do a quick sweep and locate it, then everybody in the area with a rocket launcher, PIC, MRLS, or Med is all over it. Curiously, the STank can drive faster than the Mammy's turret can turn, so a clever driver could conceivably sneak up on and kill a Mammy, but getting in range to fire in the first place is problematic.

The Mammy has similar trouble- it is way too slow to catch anything that might kill it, which lets Lights and Arties stomp all over it despite craploads of armor and limited self-healing. The second a Mammy shows up, everybody and their mother in law wants to have a crack at it no matter what else is in the area, and it gives enemies a lot of points for killing it. The STank has a better chance of surviving against an Orca attack because it actually has the speed to run and its missiles seem to track better; the Mammy driver might as well just park it and die if he gets caught in the middle of the field by an Apache. The Mammy does better against infantry both because it takes so long to kill and because its tusk missiles are fast-firing murder.

GIven the choice, I'd rather drive a Light than an STank and I'd rather be on foot than in a Mammy, but if I had to use one or the other I'd much rather have the STank because I very much dislike being slower than my squishies.

^ lol... I'm so gonna get bitched at for this post.

Subject: Re: Nod vs. GDI (Again...)
Posted by Jamie or NuneGa on Tue, 29 Jul 2008 18:01:27 GMT
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mrl = > than any vehicle at distance(if you know how to use one).

The arty is the best seige vehicle due to its firepower and price.

On field a skilled mrl user vs a skilled arty user... mrl will usually win. However if the arty manages to make it to the barn(for cover). The arty will take the field.

Subject: Re: Nod vs. GDI (Again...)
Posted by JoeBro on Tue, 29 Jul 2008 20:11:41 GMT
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NukeIt15 sure knows a LOT about Renegade! lol

Subject: Re: Nod vs. GDI (Again...)
Posted by Starbuzzz on Tue, 29 Jul 2008 20:48:50 GMT
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OMG NUKE WHAT A BIG ARSE POST OUCH MY EYEEEEEEE!!!!!!!!

Toggle Spoiler haha kidding man...I like what eveyrone has to say I read your post lol

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As for the topic, lol both Arty and MLRS have their good and bad. For example, if I was sieging an enemy base, I would rather be in a teched MLRS rather than a teched ARTY.

But the Arty simply owns due to continuous shots.

If you thinka bout it, it would be for the good of BOTH sides if, on the map Canyon, Nod had MLRS and GDI had Arty...

The GDI base entrance is crowded and has a big sand bump...a MLRS's tracking missiles would have no problem effortlessy homing in on the buildings...but in an Arty, you need to move up more...

And if GDI had Arty's...lol GG pretty soon as Nod base is too open. hehe those WW mapmakers surely knew what they were doing...

Subject: Re: Nod vs. GDI (Again...)
Posted by R315r4z0r on Wed, 30 Jul 2008 00:54:05 GMT
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NukeIt15 wrote on Tue, 29 July 2008 13:15lol... I'm so gonna get bitched at for this post.
Nah, I don't think you will. However, I don't think the Mammoth's Turret is as slow as you depicted it to be... or at least not slow enough for a Stealth tank to out drive it.

Subject: Re: Nod vs. GDI (Again...)
Posted by NukeIt15 on Wed, 30 Jul 2008 04:03:04 GMT
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I thought I remembered the turret being that slow... but to be honest, it's been a long time since

I've touched a Mammy. They're too slow and might as well be one big damn bullseye. Light, Med, Arty, MRLS, occasionally APC... STank or Flamer when there's a decent rush going. MaybeOrca or Apache if the team isn't already spamming them. Never a Mammy anymore- I'd rather be repairing or defending them.

Subject: Re: Nod vs. GDI (Again...)
Posted by sadukar09 on Wed, 30 Jul 2008 12:11:17 GMT
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R315r4z0r wrote on Tue, 29 July 2008 19:54NukeIt15 wrote on Tue, 29 July 2008 13:15lol... I'm so gonna get bitched at for this post.
Nah, I don't think you will. However, I don't think the Mammoth's Turret is as slow as you depicted it to be... or at least not slow enough for a Stealth tank to out drive it.
A scripts.dll update seemed to change the turret speed, now all turrets turn faster.

Subject: Re: Nod vs. GDI (Again...)
Posted by Goztow on Thu, 31 Jul 2008 06:45:57 GMT
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sadukar09 wrote on Wed, 30 July 2008 14:11R315r4z0r wrote on Tue, 29 July 2008 19:54NukeIt15 wrote on Tue, 29 July 2008 13:15lol... I'm so gonna get bitched at for this post.
Nah, I don't think you will. However, I don't think the Mammoth's Turret is as slow as you depicted it to be... or at least not slow enough for a Stealth tank to out drive it.
A scripts.dll update seemed to change the turret speed, now all turrets turn faster.
Isn't it just the animation that is quicker but the rotating speed didn't change? Like BI's turret fix does?

Subject: Re: Nod vs. GDI (Again...)
Posted by bisen11 on Thu, 31 Jul 2008 16:20:02 GMT
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Stank is better in big areas and mammy is better in small areas.

Subject: Re: Nod vs. GDI (Again...)
Posted by MiLeNCoL on Tue, 05 Aug 2008 21:11:29 GMT
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mrl will own arty long range any day..if u can 6 lock...otherwise mrl is useless close range or when it is looped by another tank bcoz its useless then, i think the mammy is more usefull in smaller games than the stank but team based games stanks are better.

Subject: Re: Nod vs. GDI (Again...)
Posted by TD on Wed, 06 Aug 2008 12:37:05 GMT
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Whichever tank has me driving it is the best.

Have a nice day.

Subject: Re: Nod vs. GDI (Again...)
Posted by Jamie or NuneGa on Wed, 06 Aug 2008 15:57:39 GMT
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noooo goztow with 3.4 your tank turret will turn faster... try do a 180 turn with a arty with them both and you will notice the difference.

Subject: Re: Nod vs. GDI (Again...)
Posted by TD on Wed, 06 Aug 2008 16:38:54 GMT
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It does turn faster, wtf are you talking about.

Subject: Re: Nod vs. GDI (Again...)
Posted by Goztow on Thu, 07 Aug 2008 06:35:25 GMT
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TD wrote on Wed, 06 August 2008 18:38It does turn faster, wtf are you talking about.
Note the '?' at the end of the phrase indicating that it's a question. I personally still use scripts 3.1.4.

Subject: Re: Nod vs. GDI (Again...)
Posted by TD on Thu, 07 Aug 2008 09:16:23 GMT
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I was talking to NuneGa

Subject: Re: Nod vs. GDI (Again...)
Posted by karmai on Wed, 13 Aug 2008 13:52:49 GMT
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nunegas an idiot

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every tank has its usage, one isnt "better" than the other, they're just better in certain situations

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Subject: Re: Nod vs. GDI (Again...)
Posted by Herr Surth on Wed, 13 Aug 2008 13:57:25 GMT
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karmai wrote on Wed, 13 August 2008 08:52nunegas an idiot

every tank has its usage, one isnt "better" than the other, they're just better in certain situations
BUGGY RUSH!

Subject: Re: Nod vs. GDI (Again...)
Posted by ErroR on Thu, 21 Aug 2008 11:21:03 GMT
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Arty - cool if u have support, pawns inf hard
MLR - homing + multi (easy find stanks/sbhs) + can shoot around wall, pawns inf too.
Stank - great to sneak and ambush
Mammy - very efective in small areas (if air is down adn no stanks lol), can just stand and shoot it has much armor/hp + left click pwns in VERY EFFECTIVE, can also shoot around hill in HG

Subject: Re: Nod vs. GDI (Again...)
Posted by ErroR on Thu, 21 Aug 2008 11:29:40 GMT
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Nune wrote on Tue, 29 July 2008 21:01mrl = > than any vehicle at distance(if you know how to use one).

The arty is the best seige vehicle due to its firepower and price.

On field a skilled mrl user vs a skilled arty user... mrl will usually win. However if the arty manages to make it to the barn(for cover). The arty will take the field.
As i know the first thing people do is arty whore wf on field then when gdi wakes up they siege hon with mlrs, usually thye wake up too late so when arties whore the wf i just harv walk ob with hottie :)sorry a bit offtop.
Edit: And they do fit the enemy teams if are limmited (nod steals mammys and meds with sbhs usually, and gdi gets 1 or 2 stanks, lights they fit very good at dfence

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Subject: Re: Nod vs. GDI (Again...)
Posted by wkw427 on Thu, 21 Aug 2008 16:10:20 GMT
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arty - best thing ever, sucks if there isnt enough support repairing it. useless without support

l tank - i never use these

stank - sneeking, overpowering other tanks

flame tank - end game

mrls - like arty but not as effective. needs to turn to shoot sometimes and rocksts are SLOW AS HELL

m tank - good vs other tanks, anything

mammoth - point whore, damage sponge, slow as hell

Subject: Re: Nod vs. GDI (Again...)
Posted by Hitman on Thu, 21 Aug 2008 16:34:32 GMT
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pawkyfox wrote on Tue, 29 July 2008 15:48OMG NUKE WHAT A BIG ARSE POST OUCH MY EYEEEEEEE!!!!!!!!

Toggle Spoiler haha kidding man...I like what eveyrone has to say I read your post lol

---

As for the topic, lol both Arty and MLRS have their good and bad. For example, if I was sieging an enemy base, I would rather be in a teched MLRS rather than a teched ARTY.

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The GDI base entrance is crowded and has a big sand bump...a MLRS's tracking missiles would have no problem effortlessy homing in on the buildings...but in an Arty, you need to move up more...

And if GDI had Arty's...lol GG pretty soon as Nod base is too open. hehe those WW mapmakers surely knew what they were doing...
lmao gdi should have artys?

what the fuck are u smoking?

and arty>mrls by far

Subject: Re: Nod vs. GDI (Again...)
Posted by ErroR on Thu, 21 Aug 2008 17:42:11 GMT
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wkw427 wrote on Thu, 21 August 2008 19:10
l tank - i never use these

It is quite good it's a half like the med very effective in deffence if u got ob support, can block + destroy + has normal armor/hp

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Subject: Re: Nod vs. GDI (Again...)
Posted by rockstar256 on Sun, 21 Sep 2008 15:23:23 GMT
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Arty >>> Mrl in close medium range
Mrl >arty in long rnage fights.

For everything else theres Med

Subject: Re: Nod vs. GDI (Again...)
Posted by OrcaVTOL on Wed, 31 Dec 2008 18:27:39 GMT
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MRLS dominates, multiple rockets for spread effect or for concentrated fire, and if a something pulls up next to an ARTY it's useless, while a MRLS has a SLIGHT chance but having the rockets fly up behind it and comedown around it, and the rockets track someimes.

Stank, Mammy is slow as hell and can't attack close range very well, so a stank could sneak in and whip it since the barrels of the mammy are too long and the tusks can't hit that close.