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Subject: Arty or MLRS?

Posted by [reptokill](#) on Thu, 01 May 2003 15:59:18 GMT

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Just like in real combat artillery has it's place and it usually is pounding stuff and providing support. It is when not used properly that it doesnt work well.

Put arties with techs and SNIPERS on the other side of any field and it will own all of GDI armor before it can even get close. The snipers are important to counter those pesky Havocs and Deadeyes that will chew up the art if not protected.

I don't care much for MRLS as they have limited or random capability in firing to the side if someone flanks you.

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