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Subject: Re: Deadly Reunion!!!

Posted by [PlastoJoe](#) on Sat, 03 Jun 2006 17:15:10 GMT

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To be absolutely precise, MLRS (Multiple Launch Rocket System) is the hovercraft in Tiberian Sun while the MRLS (Mobile Rocket Launcher System) is the vehicle in the original Command and Conquer and Renegade.

The main differences between the difficulty levels are how much health/armor you have, how tough the enemies are, and how many item drops you get.

- Recruit - 200 health, 200 armor; not very tough; enemies always drop items
- Soldier - 100 health, 100 armor; fairly durable; around 50-50 chance of an item drop from an enemy
- Commando - 75 health, 75 armor; durable; not very likely to get drops from enemies.

And yeah, Commando-level missions are pretty hard.

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