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Subject: Re: MRLS or Artillery?

Posted by [f100d3d](#) on Thu, 21 Dec 2006 05:47:08 GMT

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I would definitely prefer a tech'd artie over a tech'd MRLS.

I think the only advantage a MRLS has over an Artie is the locking. And I know that this isn't a discussion about strategy or maps, but if you combine that information with this discussion I think most people would agree that arties are better because most maps accommodate the artillery better than the mrls (such as on under, they have rocks and a bunker to hide behind in the field).

If you see a tech'd artie, you had better run unless you have a couple of med tanks that know what they're doing or possibly a havoc that hits every shot.

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