
Subject: Re: MRLS or Artillery?

Posted by [Renegade](#) on Tue, 30 Jan 2007 06:08:07 GMT

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I'll say this once, and once only-

Teched Arty- Best Combination For Cheapness

Teched Med- Best Combination Period.

Teched Mrls- Good Combination, For Cheapness

Teched Light- Good Combination Period.

You don't agree? I don't care. These are my own opinions.

Now honestly, think about it this way- An arty is precise with its movements, whereas an mrls isn't. However, in field, what's the reason tanks don't retreat? Because, the MRLS are USUALLY shooting, from their own base, blind shooting, and ripping their tanks apart.

I've seen it happen, I've done it, don't argue.

You say I play with noobs? Fine. Say that.

It's true, on field, mesa, complex, maybe under, you keep getting your ass kicked by blind-missiles, then you aren't going to win...

Arty Vs Mrls (Both Skilled Drivers)

= Depends on Distance....From long range, I say the MRLS, because they lock, and if you keep moving, the Arty shell will miss you.

Mid-Range- Arty owns.

Close Range- Engineer Owns after MRLS is blown to bits, in other words, a tie.
