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Subject: Re: Nod vs. GDI (Again...)

Posted by [Nukelt15](#) on Tue, 29 Jul 2008 17:15:22 GMT

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...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.

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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.