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Subject: Re: Improve mrls

Posted by [Hypnos](#) on Sat, 07 Apr 2012 15:16:43 GMT

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robbyke wrote on Sat, 07 April 2012 14:51The Guy in your Tree wrote on Sat, 07 April 2012 13:50robbyke wrote on Sat, 07 April 2012 11:43i was wondering if tt could make it possible on all maps that the mrls has a movable launcher .

i remember i saw it on a map once and it made the mrls come closer to the arty

it doesnt have to be forced but maybe an option for it

The non movable mrl launcher isn't a bug and actually helps game balance.

For example on field, a mrl can curve missiles round the corner at its base entrance. I don't know why an mrls would want to get closer to an arty, other than to kill a technician.

sometimes you would wish a movable launcher

arties dont get pwnd by a humvee but a mrls cant even damage a buggy once its close

its only a idea i wouldnt remove the unmovable thing completely but make it possible with a key ingame.

i know mrls loses some nice stuff when it aint stationary but in main arty > mrls any time

That's where you're wrong, it makes the game balanced, leave it as it is.

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