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Subject: Re: Improve mrls

Posted by [liquidv2](#) on Sun, 08 Apr 2012 01:18:50 GMT

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the moving turret turret mrls can still curve rockets; it's just incredibly difficult

Jelly Marathon ran a mod for a short while that increased MRLS damage and splash range, and GDI had a unit similar to the artillery for once

Nod techs were just as much in danger as GDI hotwires

it was removed because it seemed to be a bit too much

somewhere in between where it was then and the original default would be good

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