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Subject: Re: Couple MRLS questions

Posted by [YesNoMayb](#) on Thu, 06 Sep 2012 01:40:32 GMT

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I think you have misunderstood what I was asking in the second question. This happens with arties while up close(all the times it has happened, they have all been up close.) I'll give you an example: I was trying to destroy an arty on the right side of Hourglass. I locked maybe 5-6 missiles on him; they all hit but about 3 of them did less damage. He was moving backwards although I'm not sure how that could cause the missiles to do less damage. It could be Renegade's shitty coding like you said before. Either there is some movement you have to make or maybe it is the faulty coding.

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