
Subject: MLRS and Mobile Artillery

Posted by [Anonymous](#) on Sun, 17 Feb 2002 03:21:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

1500 for Mammoth, 800 (?) for Stealth Tank...

Subject: MLRS and Mobile Artillery

Posted by [Anonymous](#) on Sun, 17 Feb 2002 09:23:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

900 for st

Subject: MLRS and Mobile Artillery

Posted by [Anonymous](#) on Sun, 17 Feb 2002 12:40:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Does anyone know the difference between the MLRS and the Mobile Artillery? Of course I mean armor/speed/damage....etc kind of differences. By the way, I didn't have time to check, but what are the prices of a Mammoth tank and a Stealth tank?

Subject: MLRS and Mobile Artillery

Posted by [Anonymous](#) on Sun, 17 Feb 2002 23:21:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Arty has faster speed, greater dmg but low armor/Hp, slower ROF compared to tanks and slow turret rotation. MLRS does same dmg as vehicle rockets do (MMT, ST), its fast enough and you have to turn your vehicle to be able to fire to other directions (like backwards)..

Subject: MLRS and Mobile Artillery

Posted by [Anonymous](#) on Mon, 18 Feb 2002 00:01:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

The MobArt has a turret so it can hit targets 360 degrees around it. The MRLS only has about 180 degree coverage, being the front.

Subject: MLRS and Mobile Artillery

Posted by [Anonymous](#) on Mon, 18 Feb 2002 00:05:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Also, if I remember correctly, the MRLS can fire six rockets before it reloads - the MA needs a

reload after every shot. I think the missiles track your firing reticle to a certain extent too (aka "heat-seeking"). Both have problems with almost any infantry running up close, though.

Subject: MLRS and Mobile Artillery
Posted by [Anonymous](#) on Fri, 22 Mar 2002 03:14:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

You can fire behind your MRLS if you have enough space. The rockets will turn in a wide arc and hit whatever you were aiming at unless they hit a wall or something first.

Subject: MLRS and Mobile Artillery
Posted by [Anonymous](#) on Fri, 22 Mar 2002 03:35:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

despite their weak armor, they are the most powerful offensive weapons each side has and should be dispatched if seen (or protected if on your side) post haste! don't allow them to just sit there shelling your base or forces... i played on city last night and was left alone for several minutes while i shelled their pp and killed 2 or 3 harvesters before anyone bothered to come after me.. it was cool.. lol

Subject: MLRS and Mobile Artillery
Posted by [Anonymous](#) on Fri, 22 Mar 2002 04:21:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have killed around 45 Mammoths in MobArt vs. Mammoth encounters. A MobArt is a devastating piece of machinery in the right hands. The MobArts have another advantage. They can fire over obstructions easier than MRLS. With MobArts I park behind light tanks and fire right over them at the enemy but with the MRLS the rockets tend to hit the turrets on Meds.

Subject: MLRS and Mobile Artillery
Posted by [Anonymous](#) on Fri, 22 Mar 2002 05:02:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

And the MobArt's shell moves faster. It is easy for fast and nimble Nod tanks and infantry to dodge a MRLS rocket than it is to dodge a good MobArt.

Subject: MLRS and Mobile Artillery
Posted by [Anonymous](#) on Fri, 22 Mar 2002 06:24:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Anybody else used an MLRS on a building. It rocks. The MLRS seems to have more kick if the target's slow enough (or dumb enough) to just sit there.

Subject: MLRS and Mobile Artillery
Posted by [Anonymous](#) on Fri, 22 Mar 2002 06:59:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Um, isn't it 800 for the Stealth tank, and 900 for the flame tank. And the diff is that the MRLS can let 6 missiles go at once while the MA can only shoot one bullets at a time. But the MA is faster and turns fast too. So can out run and dodge better!Peace

Subject: MLRS and Mobile Artillery
Posted by [Anonymous](#) on Fri, 22 Mar 2002 07:39:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

The stealth tank is 900 and the flame is 800. Which doesn't make too much sense because one flame tank can kill a \$1500 Mammoth tank with the right strat. Of course I suppose that is true with everything(Life included).

Subject: MLRS and Mobile Artillery
Posted by [Anonymous](#) on Fri, 22 Mar 2002 07:41:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

all that stuff was already pointed out, dunno why u typed it again

Subject: MLRS and Mobile Artillery
Posted by [Anonymous](#) on Fri, 22 Mar 2002 07:48:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

In response to someone's post about how they have different armors. They don't. They both have 200 armor and 200 health.

Subject: MLRS and Mobile Artillery
Posted by [Anonymous](#) on Fri, 22 Mar 2002 07:52:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I was responding to peacekeeper. He said that maybe the prices were different and I corrected it.

Subject: MLRS and Mobile Artillery

Posted by [Anonymous](#) on Fri, 22 Mar 2002 18:58:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

The MRLS is a kick ass Building killer, its rockets can go 4 yonks before they explode. On under you can camp an MRLS by the Red bunker and hit the refinery from there... Now thats long range. Just make sure uve got it protected, best way is to go an engi in it and repair it when it loses its armor (Watch out for sneaky Noddies trying to jump in it when u repair it!!)
