
Subject: Backwards MRLS AA
Posted by [Veyrdite](#) on Thu, 17 Jul 2008 03:02:40 GMT
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On maps with the standard non-turning MRLS it is possible to shoot backwards. Now these shots go higher faster than shooting forwards, and so taking out aircraft hiding behind a hill or above you is easier, especially on C&C_Walls when the Apaches camp the top of "Ayers rock"

MERLIN rockets can also home into moving targets if shot correctly, is there a certain method to get most of the shots homing or is it random?

Subject: Re: Backwards MRLS AA
Posted by [CarrierII](#) on Thu, 17 Jul 2008 10:16:21 GMT
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I thought using right-click to fire increased the chances of the rockets homing?

Subject: Re: Backwards MRLS AA
Posted by [sadukar09](#) on Thu, 17 Jul 2008 12:54:22 GMT
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CarrierII wrote on Thu, 17 July 2008 12:16I thought using right-click to fire increased the chances of the rockets homing?

Right click only makes missiles shoot out of the left rocket pod. This happens with all missile based vehicles except Mammoth Tank, because it's missiles are secondary. (Stealth Tank, Recon Bike.)

Subject: Re: Backwards MRLS AA
Posted by [Nukelt15](#) on Thu, 17 Jul 2008 18:49:26 GMT
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Using MRLS for AA is hit-and-miss anyway. You won't do enough damage fast enough to kill the aircraft before it notices and kills you. It is rare to kill an Apache before it can cross the entire field on Walls or City, so unless you have the support of other effective AA units (in which case the MRLS is somewhat redundant) you're usually signing your own death warrant by trying. APCs are more effective in the AA role, since they have heavy armor and their accuracy is limited only by the driver's skill- but the most effective options are still laser-type weapons (Laser Rifle, LCG, Railgun, PIC) or sniper weapons.

MRLS makes an absolutely lovely base defense vehicle because of its firepower and ability to spread damage all over an area (great for eliminating beacon defenders and killing lighter vehicles, damaging rushers before they get in range, etc), but there are much better units for AA

work.

Subject: Re: Backwards MRLS AA
Posted by [Jamie or NuneGa](#) on Thu, 17 Jul 2008 22:59:07 GMT
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There is a way to make all 6 rockets of a mrl home to the enemy vehicle, referred to as the 6-lock.

I can't be assed to explain it here but it all works on how you aim on the enemy vehicle.

Subject: Re: Backwards MRLS AA
Posted by [Herr Surth](#) on Thu, 17 Jul 2008 23:00:20 GMT
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Nunega knows his shit!

EXCEPT HIS PASSWORD LOL

Subject: Re: Backwards MRLS AA
Posted by [nikki6ixx](#) on Thu, 17 Jul 2008 23:11:25 GMT
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Surth wrote on Thu, 17 July 2008 18:00Nunega knows his shit!

EXCEPT HIS PASSWORD LOL

Ok, now THAT was funny, lol.

Subject: Re: Backwards MRLS AA
Posted by [Jamie or NuneGa](#) on Fri, 18 Jul 2008 00:36:19 GMT
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nikki6ixx wrote on Fri, 18 July 2008 00:11Surth wrote on Thu, 17 July 2008 18:00Nunega knows his shit!

EXCEPT HIS PASSWORD LOL

Ok, now THAT was funny, lol.

I didn't think so

Subject: Re: Backwards MRLS AA
Posted by [Veyrdite](#) on Fri, 18 Jul 2008 06:14:59 GMT
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NuneGa wrote on Fri, 18 July 2008 08:59 There is a way to make all 6 rockets of a mrl home to the enemy vehicle, referred to as the 6-lock.

I can't be assed to explain it here but it all works on how you aim on the enemy vehicle. Try your best to explain. Do we have to aim at a specific bone? Below the aircraft? What?

Subject: Re: Backwards MRLS AA
Posted by [Renegade](#) on Fri, 18 Jul 2008 14:04:04 GMT
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Ive started to learn how to do this,
The tanks that I've not done this yet with, (I mean, from a distance, sheer luck. In close Ive had all 6 slam).

Field, Mammy behind cover.
Flame tank.
Light's I cant catch. Might just be me?
Stealth tanks same thing.
Artillery's are dead in the water.
The rest dont matter.

Subject: Re: Backwards MRLS AA
Posted by [Nukelt15](#) on Fri, 18 Jul 2008 18:31:44 GMT
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Yes, please do explain it. I've had Ren since release and I've never run into that... always nice to find out that there are still things you don't know about your favorite games.

Subject: Re: Backwards MRLS AA
Posted by [bisen11](#) on Sun, 20 Jul 2008 06:01:05 GMT
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do you know how to get inside the war factory roof? xD

Subject: Re: Backwards MRLS AA
Posted by [nope.avi](#) on Tue, 22 Jul 2008 17:37:45 GMT
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Who doesn't?

Subject: Re: Backwards MRLS AA
Posted by [Muad Dib15](#) on Tue, 22 Jul 2008 20:51:19 GMT
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me

Subject: Re: Backwards MRLS AA
Posted by [CarrierII](#) on Tue, 22 Jul 2008 22:10:50 GMT
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And me.

How do you get the rockets to track?

Subject: Re: Backwards MRLS AA
Posted by [nope.avi](#) on Wed, 23 Jul 2008 02:00:49 GMT
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bisen11 wrote on Sun, 20 July 2008 02:01do you know how to get inside the war factory roof? xD lol, I was referring to this.

But yeah I'd really like to know as well, I'm sure it'd be a good advantage to have.

Subject: Re: Backwards MRLS AA
Posted by [Goztow](#) on Wed, 23 Jul 2008 06:14:26 GMT
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Getting inside the roof of war factory is bug abuse, a bit like wall hopping the refinery to get on the top, except that you can do it on your own. I can't imagine any server allowing it, hence you shouldn't even know how to do it.

Subject: Re: Backwards MRLS AA
Posted by [_SSnipe_](#) on Wed, 23 Jul 2008 08:44:44 GMT
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Goztow wrote on Tue, 22 July 2008 23:14Getting inside the roof of war factory is bug abuse, a bit like wall hopping the refinery to get on the top, except that you can do it on your own. I can't

imagine any server allowing it, hence you shouldn't even know how to do it.
didnt even know that was possible

Subject: Re: Backwards MRLS AA
Posted by [trooprm02](#) on Wed, 23 Jul 2008 17:22:58 GMT
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Nunega, no acting all cool infront of kids that dont know how to play Imfao. The 6 lock thing isnt any kind of a trick, just proves whether or not you know how to aim with an mrl....
