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Subject: Arty or MLRS?

Posted by [Bassoonboy](#) on Tue, 22 Apr 2003 12:55:24 GMT

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Which one do people think is better? Personally I like the arty just a little bit more because its shells dont crash into stuff for no reason or loop crazily like the MLRS rockets do sometimes. Also, it dosent fire in volleys.

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Subject: Arty or MLRS?

Posted by [Majiin Vegeta](#) on Tue, 22 Apr 2003 16:14:20 GMT

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MRL are for gay people who want to pointwhore a building

i you have an MRL/arty..you ahve no skill + they are eay pickings for snipers + tanks

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Subject: Arty or MLRS?

Posted by [kawolsky](#) on Tue, 22 Apr 2003 18:20:52 GMT

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Majiin Vegeta

MRL are for gay people who want to pointwhore a building

i you have an MRL/arty..you ahve no skill + they are eay pickings for snipers + tanks

i agree,i always search 4 a MRLS or arty when sniping in a normal game,and own em!

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Subject: Arty or MLRS?

Posted by [DukeLeto](#) on Tue, 22 Apr 2003 19:14:46 GMT

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They're good early because they're soo much cheaper than tanks.

MRLS are too easy to pick apart, IMO. I prefer artillery because they are much more acuurate and have a much shorter munimum range.

You escort your MRLS/ARTY with tanks to deal with snipers and vehicles.

They're useful because they're so effective against buildings.

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Subject: Arty or MLRS?

Posted by [Bassoonboy](#) on Tue, 22 Apr 2003 21:28:42 GMT

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I've seen them used very well against tanks in the Field map. They sit at one end of the field and keep the enemy pinned in their base. Tank come out= boom.

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Subject: Arty or MLRS?

Posted by [Vegita246](#) on Fri, 25 Apr 2003 19:55:12 GMT

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MRLS/Arty are very good tank cover because some people are too afraid to come out of base in fear of gettin pounded before they reach their target.

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Subject: Arty or MLRS?

Posted by [C4Kitty](#) on Fri, 25 Apr 2003 21:55:40 GMT

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arty..

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Subject: Arty or MLRS?

Posted by [Homey](#) on Sun, 27 Apr 2003 18:00:25 GMT

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Arty+tech will own any tank. Clan games=arty ownage. Arty/mrls are not for point whoring just long range tank combat

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Subject: Arty or MLRS?

Posted by [Christoffer](#) on Mon, 28 Apr 2003 20:43:29 GMT

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The MRLS/ARTY are artillery units and should never be used alone. They should be behind your front line providing support for the tanks in front (and of course pounding buildings).

And I like the arty most.

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Subject: Arty or MLRS?

Posted by [L3f7H4nd3d](#) on Tue, 29 Apr 2003 03:00:22 GMT

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Artillery has tougher armor from my experience. The splash damage with the Arty seems to be a

bit larger than the MLRS missiles, but since you have 6 missiles to fire off with an MLRS, it's easier to track in on moving vehicles and infantry.

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Subject: Arty or MLRS?

Posted by [DukeLeto](#) on Thu, 01 May 2003 02:33:30 GMT

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Occasionally, MRLS rockets seem to track their targets...seems odd.

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Subject: Arty or MLRS?

Posted by [-Tech-](#) on Thu, 01 May 2003 02:54:30 GMT

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Definitely Arty. Better single-shot damage, but mostly the TURRET. I can't see a damn thing driving an MRLS.

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Subject: Arty or MLRS?

Posted by [reptokill](#) on Thu, 01 May 2003 15:59:18 GMT

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Just like in real combat artillery has it's place and it usually is pounding stuff and providing support. It is when not used properly that it doesn't work well.

Put arties with techs and SNIPERS on the other side of any field and it will own all of GDI armor before it can even get close. The snipers are important to counter those pesky Havocs and Deadeyes that will chew up the art if not protected.

I don't care much for MRLS as they have limited or random capability in firing to the side if someone flanks you.

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Subject: Arty or MLRS?

Posted by [Ferhago](#) on Fri, 02 May 2003 00:42:47 GMT

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Damn mrls missiles follow you how the hell do they do that?

Arty is not very accurate at all. But it can hold its own against aggressors. If an MRLS gets someone on their ass then no more MRLS. Rifle infantry just one will wump any MRLS. Arty can wump most little infantry. It also helps to have an independant turret.

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Subject: Arty or MLRS?

Posted by [nfinitefx](#) on Wed, 07 May 2003 17:43:14 GMT

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In Hourglass, its better to use MRLS because of the arcing rockets capability over the hills

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Subject: Arty or MLRS?

Posted by [KIRBY098](#) on Wed, 07 May 2003 17:53:32 GMT

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Negative.

MLRS has the offensive capability. If they are used correctly, you won't be able to accurately fire back due to incoming fire bracketing your position. Not to mention that little trick MLRS's can do.....

I do like the Artillery for pinpoint accuracy though, and if you want to kill a Mammoth tank, they do the job nicely.

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Subject: Arty or MLRS?

Posted by [maytridy](#) on Wed, 07 May 2003 20:55:25 GMT

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Arty!

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Subject: Arty or MLRS?

Posted by [Afromn96](#) on Tue, 13 May 2003 02:54:13 GMT

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i like the design of the MRL better than arty but i kill MRLs all the time wit basic soldiers, alot harder against a arty so i would have 2 go wit arty

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Subject: Arty or MLRS?

Posted by [xpontius](#) on Tue, 13 May 2003 16:13:12 GMT

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Id go with the artillery because of the precision aiming

I wish mlrs were as powerful as the real ones

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Subject: Arty or MLRS?

Posted by [laeubi](#) on Tue, 13 May 2003 16:33:41 GMT

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erm, I think you have anyways no choice.

If you are Nod -> Arty

If you are GDI -> MLRS

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Subject: Arty or MLRS?

Posted by [Archcasp](#) on Tue, 13 May 2003 20:08:22 GMT

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i dont like either a single sniper can take them out before even knowing where they were.. but the arty is better then the MRLS because of the aimin.

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Subject: Arty or MLRS?

Posted by [Ferhago](#) on Wed, 28 May 2003 12:01:31 GMT

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Well if you have played one of ACK's new maps then DEFINETLY MRLS. ACK made them 0wn

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Subject: Arty or MLRS?

Posted by [Yano](#) on Thu, 29 May 2003 16:04:01 GMT

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I like the arty better, nothing better than send a shot right into an infantry and hearing that BOINK!

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Subject: Arty or MLRS?

Posted by [B.N.C](#) on Thu, 29 May 2003 19:33:01 GMT

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Hm.. I like MRLS more, because it is very effective against every unit when it is covered by 2 mediums. So my tactic is 1 MRLS + 2 Mediums and Arty + even 2 light tanks - bad idea.

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Subject: Arty or MLRS?

Posted by [C4Kitty](#) on Thu, 12 Jun 2003 09:27:26 GMT

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arties

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Subject: Well...

Posted by [newcmd001](#) on Mon, 16 Jun 2003 14:12:44 GMT

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I think for hitting buildings MRLS is a bit better, but dealing with tanks, both are the same. Used correctly and you can wipe out some enemy tanks before they destrpy yours. Used stupidly and you'll get blown up before you say "Command and Conquer!"

So MRLS and Arty is good at long range and/or hitting tanks, but MRLS is better for buildings, while Arty will do better for tanks as it fires one by one, not a volley.

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Subject: ..And

Posted by [Azndemon989](#) on Mon, 16 Jun 2003 19:55:16 GMT

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When you..."own" someone.. thats great i prefer to kill the crap out of you until you leave the game from the humiliation.

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Subject: Arty or MLRS?

Posted by [Creed3020](#) on Wed, 18 Jun 2003 22:42:36 GMT

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Arty

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