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Subject: Shots/time to take out a building.

Posted by [Anonymous](#) on Wed, 15 May 2002 11:02:00 GMT

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Now how about the time to destroy a building with infantry units. 5 or 6 Patches would do a lot of damage. Patch can do a deceptive amount of damage with that gun of his. I also think the mobile artillery is better in most cases, but the MRL has its advantages. For one, you can get the missiles to curve around and arc just right to hit something that normal shells can't.. such as snipers hiding on top of a wall.

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