
Subject: Re: Do "Point Whores" Hurt The Team?
Posted by [Dover](#) on Mon, 01 May 2006 15:48:26 GMT
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[BBFPirate wrote on Mon, 01 May 2006 03:01]When u take in to account the splash damage, the fact that 1v1 infantry cannot hurt a teched arty and the fact that the whole damn screen shakes when an arty is firing anywhere near you - I am just as happy with the arty at long range tbh, although it does have major advantages over the MRLS at short range.

Splash damage is irrelevant if the artillery shell doesn't hit at the infantry's feet--a difficult feat at a large distance, and nothing any infantry can't dodge. Sniper fire, on the other hand, is undodgeable, same goes for PIC fire. An arty will even have trouble dodging a rocket from Gunner.

If the arty is teched, it's no longer 1v1, is it? Might as well give then infantry guy some Mammoth support to call it even.

The MLRS has the advantage of being able to shoot around corners. Useful on maps with base defense.
