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Subject: Reply

Posted by [newcmd001](#) on Wed, 18 Jun 2003 14:58:44 GMT

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Gizbotvastake ISLANDS for example. An MRLS will continue to shoot at the Han of Nod even as beacons are placed at the Barracks in plain sight, or while flame tanks drive around the base. they just sit there and point whore. Worthless mate really.

Agreed. :rolleyes:

GizbotvasAlso, the point whore are feeding the enemy credits. Worse yet, when the enemy refinery is down, the point whore might well be the enemy's ONLY source of credits.

I'm not aware of this before, but correct.

GizbotvasMRLS and ARTYs are powerful tools when used by the right player, but sadly, I almost never see them used properly.

Well, then show us.

In my opinion, MRLS and Arties are used for long-range strike, no matter what the target is. But it's best used against buildings. Next to it is vehicles, esp slow moving one. Also, it's used for providing fire support. But that's not very effective as sometimes MRLS and Arties are targeted right before main firepower, which I'm not sure if it's a good or stupid strategy. :rolleyes: Also I found some players bought it and use it for main firepower. It does packs good punch, but its low health won't make it stands on the battlefield for a long time, except you have 5 engies around you.

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