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Subject: Re: Rotatable MRLS 'Turret'

Posted by [Chuck Norris](#) on Fri, 02 Jan 2009 01:07:10 GMT

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You have to remember that the MRLS and Artillery aren't meant to be used the same way. The MRLS is more of a support vehicle, whereas the Artillery can be used on it's own (though it works great as support for Light Tanks, or vice versa if you look at it as the Artillery doing the real damage, as it usually does).

I think the Artillery is more like a "tank", just with low armor and a long range.

The MRLS isn't so, and it will lose to most things that can get close to it, let alone behind it. With Nod's speed and stealth, an MRLS is much more easy to sneak up on than an Artillery, and the vehicle itself is more prone to damage for reasons listed above. It simply can't defend itself as well. I see it useful only for countering Artillery early game and for support of tank groups for sieges.

I think the Artillery was made to sort of fill the role of a tank because, besides the Light Tank, Nod lacks any real ones.

The Flame Tank can't fight as a tank really only useful for rushing), and a Stealth Tank can, but against a group of Mediums and Mammoths, they'll likely lose (and if they win, they won't be able to remain on and hold the field as good as GDI's remainder would).

I do think the Nod Artillery is "better", especially on server's with that crap where snipers do half damage and with starting credits. It almost makes them overpowered in that situation, you could say.

I don't understand why the MRLS was \$750 before the patch, nor did I notice. It makes me think it was intended to be better than it ended up and/or that the Artillery ended up better than was intended?

This is just my random scattered thoughts on this, but I don't think the turret should be changed to rotate.

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