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Subject: Re: Renegade X - 0.40 Launch!

Posted by [R315r4z0r](#) on Mon, 16 Nov 2009 16:43:11 GMT

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Dover wrote on Mon, 16 November 2009 00:28 Misread quotes and responses R315r4z0r wrote on Sun, 15 November 2009 19:34

-It can do sudden, powerful bursts of damage on enemies and structures.

No it doesn't. The rockets take forever to hit anything. How is that sudden. I can get from the river to the mouth of the Nod base before I'm in danger of getting hit.

R315r4z0r wrote on Sun, 15 November 2009 19:34-It can lock on and track moving targets.

It's a pretty retarded lock, and again, since the rockets take forever to get to their target, this is something they need if an MRLS driver is to hit anything. This isn't an advantage, just (shitty) compensation for a huge disadvantage.

R315r4z0r wrote on Sun, 15 November 2009 19:34-It can curve its shots around bends.

This is of dubious value.

R315r4z0r wrote on Sun, 15 November 2009 19:34 Therefore, the two vehicles are completely balanced, but through different forms of usage. [/color]

The two are NOT balanced. Not even close.

You also left out how the Artillery has the huge splash radius that the MRLS sorely lacks, giving the arty a greater ability to damage repair-monkeys behind the enemy tank line. That gives the Nod side a huge advantage in breaking sieges and in tank-on-tank engagements.

Also, I believe the Artillery has a higher DPS than the MRLS (Which, if true, would make them better for attacking buildings). I'm not sure if that's correct, though. Spooky or someone could shed some light.

I'm talking about Renegade X's version of the MRLS.

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