
Subject: Re: RA_Fjord

Posted by [iRANian](#) on Fri, 09 Sep 2011 16:58:21 GMT

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Not only that, we rushed the Obelisk with two Mammoths and we got ambushed by a Stealth tank hiding to the left of us, which I've never seen happen before. Recon bikes can use their speed and range to harrass Mammoth Tanks while hiding in the bushes and they can get close to an MRLS and destroy them without the MRLS being able to respond. The new Flame Tank allows for breaking up GDI attacks (our two MRLS shelling the Nod base got unexpectedly attacked by one and we went down in no time).

The improved MRLS and the Mobile Artillery with lobbing shells make the game more challenging. Instead of simple getting Technicians + Mobile Artillery and automatically winning because of their insane fire power and the fact that Technicians repair really quick, you now need to know how to handle the arc on the shells which makes fighting against them with MRLS a lot of fun and it gives them more of a weakness against GDI's main tanks. Watching the Artillery shell the GDI base with arcing projectiles is great to watch.
