
Subject: Re: Couple MRLS questions

Posted by [Jamie or NuneGa](#) on Fri, 24 Aug 2012 08:46:42 GMT

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YesNoMayb wrote on Fri, 24 August 2012 02:591. 6 Missile Locking

I haven't been able to do this very often. Is 6 locking something you can always do every time or does it require some luck? The pros talk about 6 locking like they do it all the time.

2. Taking less damage from MRLS missiles

I would shoot 6 missiles at a moving target; most of them would hit but do less damage. I'm not sure if anyone else has experienced this.

Aim underneath the turret, alternate left and right click for easy six lock.

Alternatively know the exact place under the turret to aim and just hold right mouse down.

If it looks like they hit but did less damage, then Ren's shitty coding is to blame. They didn't hit server side, only client side. A lot of six locks don't even look like they hit.
