
Subject: MLRS - Easy to kill
Posted by [Anonymous](#) on Tue, 12 Feb 2002 20:08:00 GMT
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So your base is being attacked by a MLRS, what do you do? Buy the best tank in the game; Nod Light Tank and just speed up to to MLRS and keep driving into it while shooting, if your doing it right, you should make the MLRS go sideways, if you can't just go right up to the front and push it back, they can't hit things right infront of them. ^_^ [February 12, 2002: Message edited by: Rolk]

Subject: MLRS - Easy to kill
Posted by [Anonymous](#) on Tue, 12 Feb 2002 20:27:00 GMT
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AHHHHHHHHHHHHHHHHHHHHHHHHHHHHHH! I HATE THOSE G@Y0R INTERNET FACES!Anyways, it's cheaper to do it with a Nod Buggy. Just ram it and keep firing, I've taken out two MRLS before because of that.

Subject: MLRS - Easy to kill
Posted by [Anonymous](#) on Tue, 12 Feb 2002 21:56:00 GMT
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Black Hand with a laser chaingun works as well, you just need to keep strafing.

Subject: MLRS - Easy to kill
Posted by [Anonymous](#) on Tue, 12 Feb 2002 22:15:00 GMT
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Problem with infantry is, they can get smacked if they aren't close, but if your close you run the risk of being knocked down.

Subject: MLRS - Easy to kill
Posted by [Anonymous](#) on Thu, 14 Feb 2002 17:28:00 GMT
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Just dodge with a light tank, I can mow down mammoths just by strafing in a light tank.

Subject: MLRS - Easy to kill
Posted by [Anonymous](#) on Thu, 14 Feb 2002 17:38:00 GMT
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mrls can cause a load of damage pdq, but are east to take out. get a buggy or tank and circle them= dead mrl

Subject: MLRS - Easy to kill

Posted by [Anonymous](#) on Thu, 14 Feb 2002 18:05:00 GMT

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DOes anyone here think that adding the ability to rotate the MRLS box launcher would help? I mean if it could rotate when its pointed side ways it could then be angled down to fire horizontally. Just a thought. The real life M270 MRLS can do this.

Subject: MLRS - Easy to kill

Posted by [Anonymous](#) on Thu, 14 Feb 2002 18:56:00 GMT

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this isn't real life. and way buy all those expensive tanks? take em out with a chem warrior 1 took out 5 of them by myself once.

Subject: MLRS - Easy to kill

Posted by [Anonymous](#) on Thu, 14 Feb 2002 18:56:00 GMT

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in cnc the mlrs had to turn the whole tank to fire.. so umm naa its no nessecary

Subject: MLRS - Easy to kill

Posted by [Anonymous](#) on Fri, 15 Feb 2002 05:19:00 GMT

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um, lets see. where should i start with this stupid topic? i know! 1. MRLS are MEANT to have weak armor.2. Why would ANYONE buy a MRL and have no backup? Thats like sending in a Sydney Specialist by himself!3. You were probably facing some new n00b who had no idea how to steer the MRL, and you're just bragging about it now because you think you're all good now in the game. LOL.

Subject: MLRS - Easy to kill

Posted by [Anonymous](#) on Fri, 15 Feb 2002 06:08:00 GMT

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If you have any other better strats, post them up. DON't try act all high and mighty seeing how your all the 'ub3r 1337' and all. Keep your insults to your self.

Subject: MLRS - Easy to kill
Posted by [Anonymous](#) on Fri, 15 Feb 2002 13:59:00 GMT
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quote:Originally posted by firaga01:um, lets see. where should i start with this stupid topic? i know! 1. MRLS are MEANT to have weak armor.2. Why would ANYONE buy a MRL and have no backup? Thats like sending in a Sydney Specialist by himself!3. You were probably facing some new n00b who had no idea how to steer the MRL, and you're just bragging about it now because you think you're all good now in the game. LOL.Agreed. How many of the best C&C players sent 1 mrl in the enemy base and expected to do any damage at all?

Subject: MLRS - Easy to kill
Posted by [Anonymous](#) on Mon, 27 May 2002 19:16:00 GMT
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bump!

Subject: MLRS - Easy to kill
Posted by [Anonymous](#) on Mon, 27 May 2002 19:40:00 GMT
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Well apc's and buggytear them to shreds if you can avoid taking fire , e.i. running into them . The safest way , Sakura , rifle tears them apart from a distance they cant really see you

Subject: MLRS - Easy to kill
Posted by [Anonymous](#) on Mon, 27 May 2002 19:52:00 GMT
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umm...or you could just use a machine gunner. The problem with all those strategies is they can be avoid easily. I'll take a havoc and that way I can continue to kill other pesky units

Subject: MLRS - Easy to kill
Posted by [Anonymous](#) on Mon, 27 May 2002 19:55:00 GMT
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I take MLRSs out with snipers...the mrls has about as much armor a a helo...

Subject: MLRS - Easy to kill
Posted by [Anonymous](#) on Mon, 27 May 2002 22:22:00 GMT
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I say just run up to there side with a shotgun trooper and rip em apart in about 5 seconds! its great fun!

Subject: MLRS - Easy to kill

Posted by [Anonymous](#) on Tue, 28 May 2002 13:13:00 GMT

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Besides doing good damage agenist your base, what other reason would anyone want to by a MRLS? I know some of their missiles home, but usually just 1 to 3 at a time. (and when I get in mrls, my **** missiles never home), unless they're given better lock on properties, they're not all that good in my opinion. Except for cheap attacks from inside your base (several maps) and just outside the base.The best map to Use mrls's on is hourglass...

Subject: MLRS - Easy to kill

Posted by [Anonymous](#) on Tue, 28 May 2002 13:36:00 GMT

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MRLS kicks ass. Try it some time. Just have it pointing the right way, and it's your best friend. Best FP-per-clip of any vehicle but the flamer. Just love killing arties with them, or snipers, or just about anything else. They are a necessary vehicle for GDI.

Subject: MLRS - Easy to kill

Posted by [Anonymous](#) on Tue, 28 May 2002 13:40:00 GMT

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Try being a sniper (not Havoc or Sakura because they have tracer bullets and you'll be spotted) and sit right outside of the enemy's base. Now, as soon as they start producing artilleries or MRLSs, start sniping them! Snipers can take them out easily, and the drivers will have no idea what hit them. And in their own base too.

Subject: MLRS - Easy to kill

Posted by [Anonymous](#) on Tue, 28 May 2002 13:45:00 GMT

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quote:Originally posted by Nukelt15:Just love killing arties with them, or snipers, or just about anything else. they must be some crappy artillary/snipers. It's so easy to kill MRLS's that it's pathetic. Their missiles are hard to hit moving things as well, the best way to us them is to have each missile shoot somewhere around it.the only thing I'd use them for was the disable the obelisk, other wise I'd stick to a medium tank. Maybe mammy.

Subject: MLRS - Easy to kill
Posted by [Anonymous](#) on Tue, 28 May 2002 13:46:00 GMT
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quote:Originally posted by Duke of Nukes:I'll take a havoc and that way I can continue to kill other pesky units Why the hell would U use a GDI Havoc to kill a GDI MRLS?

Subject: MLRS - Easy to kill
Posted by [Anonymous](#) on Tue, 28 May 2002 13:47:00 GMT
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I think he's talking about artilary and nod snipers...

Subject: MLRS - Easy to kill
Posted by [Anonymous](#) on Tue, 28 May 2002 14:26:00 GMT
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mlrs may be weak ,but , its a decent obelisk killer as long as u have good support.WOL:kronix74

Subject: MLRS - Easy to kill
Posted by [Anonymous](#) on Tue, 28 May 2002 14:34:00 GMT
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I wouldn't say I PREFER them...mediums still oWn, but they aren't as weak as people make them out to be. Try setting a spread (firing while slowly rotating the camera) on a sniper, then they have no safe place to run. Arties are so slow they get locked on before they can dodge(but you can still avoid their shells), light tanks, flamers, buggies, and apc's can all be safely smacked around before they even get in range. Stealths are about the only threat to them, besides large fights(moving around is NOT their strong point).

Subject: MLRS - Easy to kill
Posted by [Anonymous](#) on Wed, 29 May 2002 00:02:00 GMT
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quote:Originally posted by ThunderChicken:bump!Noooooooooooo!!! Again! Don't bump old topics. Grrr.

Subject: MLRS - Easy to kill
Posted by [OOU-Master\(SnipAh\)](#) on Mon, 10 May 2004 04:49:16 GMT
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1000 sniper kills an mrl in like 5 shots

Subject: MLRS - Easy to kill

Posted by [mrpirate](#) on Mon, 10 May 2004 04:57:45 GMT

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This thread was fucking two years old. What the fuck?

Subject: MLRS - Easy to kill

Posted by [cheesesoda](#) on Mon, 10 May 2004 18:14:12 GMT

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he just bumped one of the oldest threads. does he even know that he did it or does he think he's contributing to the thread?

Subject: MLRS - Easy to kill

Posted by [Nukelt15](#) on Mon, 10 May 2004 19:20:39 GMT

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The date is on top of each post. The Member #-1 should be a big hint too. This is a case of "the stupids"
