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Subject: Re: MRLS or Artillery?

Posted by [Veyrdite](#) on Wed, 27 Dec 2006 06:38:52 GMT

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i go for art, for these reasons

1. you can drive it backwards at the same speed, while revealing less of a target
2. it fires more directly
3. the merlin is extremely flimsy at short range
4. (and) has a bulky gun that doesn't move unlike the art
5. fires more steadily, compared to the mrls 6-shot then reload
6. mrls rockets are a little offset and normally hit something before the target
7. looks cooler
8. shreds mammys
9. does have a little more damage per warhead
10. warheads are smaller/easier to shoot something without revealing as much of your vehicle
11. climbs slopes faster (but unfortunately can't shoot well on them due to a lack of max tilt)

well, i could also list the bad things about it, but that would ruin my point

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