

---

Subject: Re: Renegade X - Pre-Release Update!  
Posted by [Dover](#) on Wed, 02 Sep 2009 20:44:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Havoc 89 wrote on Wed, 02 September 2009 12:02 If you honestly think that the Arty is better then the MRLS by a long shot then I just have to laugh at you. You clearly dont know how to use an MRLS.

At close range where you can get behind the mrls I can understand, but honestly I've never managed to get an artillery get behind my MRLS. As per getting behind the MRLS, we have already taking care of that where the alt fire will allow you to unlock your turret, alt fire once (after you unlocked it) will lock in whatever position, and double tap alt fire will position it back to how it was in ren with the initial locked position. MRLS missiles are easier to lock on but still require a little bit of skill. All the damage values are still the same (Other then the Nod AR) so actually the MRLS and artillery balance out very nicely. So that leaves an imbalance in the soldier battles, which is easily fixed by making the damage the same. So your explanation on how the GDI soldier some how balances out the Arty no longer applies because the MRLS is already balanced out with the Arty.

In any proper vehicle fight (Proper, meaning with proper repairs, of course), the arty has a huge advantage because of the absurd splash radius which makes it that much more difficult for supporting hotwires to stay out of the crossfire and still be in the tank's cover and protection. By comparison, the MLRS's splash is really pathetic. The only vehicle weapon that comes close is the Mammoth Tank's Tusk Missiles. Of course, what self-respecting artillery driver would let a mammy get so close?

---