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Subject: MRLS Tactics for a few maps

Posted by [Anonymous](#) on Tue, 02 Apr 2002 06:16:00 GMT

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MRLS ARE COOL! well in my opinion I reckon they are much more better than the Nod's mobile artillery, like when i was the GDI, the Nod was coming at us with 3 mobile attillery, i hadnt enough money for anythin special, so i got the MRLS, during this the rest of my teammates were just attacking, without great success, so i was left alone to take them all on. They spooted me and treid to destroy me, but i fought back (duh, iwasnt just going to let them attack me ) and i managed to destroy them with more than half my health intact. So the conclusion is, that am either a very good driver or they were all crap

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Subject: MRLS Tactics for a few maps

Posted by [Anonymous](#) on Tue, 02 Apr 2002 06:23:00 GMT

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On "Under" I took out the Airstrip and refinery by myself in a 16 player game with the ol' MRLS.

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Subject: MRLS Tactics for a few maps

Posted by [Anonymous](#) on Tue, 02 Apr 2002 06:28:00 GMT

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I have seen fluke shots with those things one guy was behind a hill and he was able to to an arch shot at the NOD base

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Subject: MRLS Tactics for a few maps

Posted by [Anonymous](#) on Tue, 02 Apr 2002 06:35:00 GMT

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Its best capabliity is taht ehnn you fire sidewasy it still shoots out hte front allowing you to fire from covered spots or into the enemey base without being seen. I took out an obelisk from around the corner. Also on the map field i stood parrall to the entrence and aimed so that i could fire 1/2 through teh tunnel and i sat there 1/2 the game and we won becuae the nod black hands couldn't sneek into our base becuse i woudl blwo them up the mlrs is the best unit in teh gaem if use properly

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Subject: MRLS Tactics for a few maps

Posted by [Anonymous](#) on Tue, 02 Apr 2002 07:22:00 GMT

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yes, the mrls is the most powerful offensive weapon in the game. it has greater range than the mammy and 6 rockets hitting a building will make it go bye bye very shortly if the enemy's not

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paying attention. if you see an enemy mrls, you should take it out immediately! target it first, before you target mammals or mediums. the same can be said for the ma. it's weak, but very powerful(does that make sense??). it does more damage per shot than anything else in the nod arsenal, and it can fire outside the range of the agt, so if you see one, take it out first!

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Subject: MRLS Tactics for a few maps

Posted by [Anonymous](#) on Tue, 02 Apr 2002 08:03:00 GMT

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And when taking out MRLs or MAs, try being a sniper, it may sound dumb, but a sniper can do more damage on those vehicles than you think. Mostly 4 shots and it's done, and usually that's quick enough before anyone finds you.

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Subject: MRLS Tactics for a few maps

Posted by [Anonymous](#) on Tue, 02 Apr 2002 08:19:00 GMT

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one more thing about the mrls, and it also applies to the ma. this is obvious, but needs to be said for the benefit of newer players. they are NOT for controlling the battlefield. that's the job of the mediums, mammals, light tanks, and to a lesser extent, the flame tank. they are to be used as long range support behind your main tanks. then once the battlefield is yours, you can move in with the mrls's and start rocketing the enemy base. don't waste your money time and again just so you can be in a vehicle quicker...

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Subject: MRLS Tactics for a few maps

Posted by [Anonymous](#) on Tue, 02 Apr 2002 12:28:00 GMT

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i know alot of u say the MRLS's suck but 2 of them can take out all the buildings (i did once with another guy had no help everyone was at the base)in one of the maps as GDI if you look right that cave with teh lava flowing down its a tiberium feild inside go in there with 2 MRLS's have 1 person be a engie and just start unloading at the buildings if a troop attacks you and your low on health just drive back a bit and hav ethe other guy repair you since your at your base

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