Subject: Backwards MRLS AA
Posted by Veyrdite on Thu, 17 Jul 2008 03:02:40 GMT

On maps with the standard non-turning MRLS it is possible to shoot backwards. Now these shots go higher faster than shooting forwards, and so taking out aircraft hiding behind a hill or above you is easier, especially on C&C_Walls when the Apaches camp the top of "Ayers rock"

MERLIN rockets can also home into moving targets if shot correctly, is there a certain method to get most of the shots homing or is it random?