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Subject: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [Chimp](#) on Sun, 20 Jan 2008 16:36:13 GMT

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I've noticed something recently...It seems as though most vehicles possess slightly different things which they fire. Let me give you an example.

If you put on the "Green Smoke Mod" which makes all smoke look Green, the Rocket from a Gunner will look green. However, the "Missle" from an Artillery will look white. Why? Because they're different.

Those aren't the only differinces, either. Speed, damage, arc, etc. all make up the differince between these explosives. I thought this would be an interesting subject to discuss, because these things ARE quite different.

Let me explain what I see as the differince between these:

Grenades (Grenadier): Have an arc to them. They are also extremely slow, and have a relatively low damage. They also bounce off of walls if they aren't in air long enough.

Morters (Stealth Tanks): These have a slight arc to them, and also a slight homing effect. They are fairly high in damage, but relatively hard to aim, and have a normal firing speed.

Missles (Artillery): These are the fastest explosives, and some of the most damaging. However, they slow up slightly in midair flight.

Rockets (Gunnars, Rocket Officers, GDI Tanks): These are essentially, Missles, except slower, slightly less damaging, and have less range. They have a higher splash area, however.

Homing Missles (MRLS): These can curve and go around objects. They are the 2nd slowest rocket, next to the Rocket Soldier Rocket Launcher, and have medium-ish damage.

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Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [SSADMVR](#) on Sun, 20 Jan 2008 17:07:30 GMT

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You have way to much spare time...

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Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [Chimp](#) on Sun, 20 Jan 2008 18:31:31 GMT

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SSADMVR wrote on Sun, 20 January 2008 11:07You have way to much spare time...

Too much time as a marine biologist? Anyone with a normal capacity of intelligence should be

able to make such statements within a few minutes.

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Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [Lone0001](#) on Sun, 20 Jan 2008 19:24:06 GMT

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MWright967 wrote on Sun, 20 January 2008 11:36

Morters (Stealth Tanks): These have a slight arc to them, and also a slight homing effect. They are fairly high in damage, but relatively hard to aim, and have a normal firing speed.

Missles (Artillery): These are the fastest explosives, and some of the most damaging. However, they slow up slightly in midair flight.

You have these mixed up I think, the Artillery although it fires straight I would consider it a mortar, and the Stank I would consider "Missles".

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Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [SSADMVR](#) on Sun, 20 Jan 2008 19:58:54 GMT

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MWright967 wrote on Sun, 20 January 2008 12:31SSADMVR wrote on Sun, 20 January 2008 11:07You have way to much spare time...

Too much time as a marine biologist? Anyone with a normal capacity of intelligence should be able to make such statements within a few minutes.

You are constantly making these topics completely trying to analyse a 7 year old game, I don't think anyone cares about the difference concirning projectiles in this game...

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Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [Lone0001](#) on Sun, 20 Jan 2008 20:14:16 GMT

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[http://renegadewiki.com/index.php?title=Main\\_Page](http://renegadewiki.com/index.php?title=Main_Page) < all the info you will need.

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Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [Dover](#) on Sun, 20 Jan 2008 22:46:52 GMT

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{SB}Lone0001 wrote on Sun, 20 January 2008 11:24MWright967 wrote on Sun, 20 January 2008 11:36

Morters (Stealth Tanks): These have a slight arc to them, and also a slight homing effect. They are fairly high in damage, but relatively hard to aim, and have a normal firing speed.

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Missles (Artillery): These are the fastest explosives, and some of the most damaging. However, they slow up slightly in midair flight.

You have these mixed up I think, the Artillery although it fires straight I would consider it a mortar, and the Stank I would consider "Missles".

Seconded. The Artillery definately fires a shell of some sort, and the stealth tank definately fires missles of some sort. Even if it doesn't seem like it in-game at times (I don't know how. They've always looked like missles to me), in classic C&C lore, Stealth Tanks shoot two missles.

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Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [Veyrdite](#) on Sat, 23 Feb 2008 03:48:02 GMT

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Calx wrote on Mon, 21 January 2008 05:31 Too much time as a marine biologist? Anyone with a normal capacity of intelligence should be able to make such statements within a few minutes.

Typing that up would have only take 10 mins at max.

Also note that Missiles (Artillery) have two sections that have to hit the target for full damage, I believe.

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Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [pallaeon](#) on Sat, 23 Feb 2008 18:52:54 GMT

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{SB}Lone0001 wrote on Sun, 20 January 2008

14:14 [http://renegadewiki.com/index.php?title=Main\\_Page](http://renegadewiki.com/index.php?title=Main_Page) < all the info you will need.

man stop complaning i find his stuff interesting

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Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [Chimp](#) on Sat, 23 Feb 2008 23:14:20 GMT

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pallaeon wrote on Sat, 23 February 2008 12:52 {SB}Lone0001 wrote on Sun, 20 January 2008 14:14 [http://renegadewiki.com/index.php?title=Main\\_Page](http://renegadewiki.com/index.php?title=Main_Page) < all the info you will need.

man stop complaning i find his stuff interesting

Thanks.

Back on topic, Arty shells are NOT mortars. Mortars have a pronounced arch to their flight pattern...Thus the reason I find that the stealth tank rounds are mortars. The artillery missile shells are just shells, not mortars, there is a large difference.

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Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [havoc9826](#) on Sun, 24 Feb 2008 00:24:58 GMT

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Calx wrote on Sat, 23 February 2008 15:14 Back on topic, Arty shells are NOT mortars. Mortars have a pronounced arch to their flight pattern...Thus the reason I find that the stealth tank rounds are mortars. The artillery missile shells are just shells, not mortars, there is a large difference.

I agree that in regular Renegade, artillery shells do not behave as mortars. However, neither do stealth tank missiles. Mortars are a dumbfire weapon, as they just arc upward and downward on a single ballistic trajectory, but the stealth tank missiles clearly track targets and adjust their flight path in an attempt to hit those targets.

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Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [Veyrdite](#) on Sun, 24 Feb 2008 00:29:15 GMT

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Therefore only the grenade-gun shoots mortars?

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Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [Dreganius](#) on Tue, 04 Mar 2008 11:46:13 GMT

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Now that's out of the way, time to comment.

I do think that Renegade's shells are actually pretty realistic, for the engine. I understand about the Artillery, but it would have been pretty bad to have the arti as it was in C&C, in my honest opinion.

But yeah Renegade is fun as it is. I find UBEROMGWTF REALISTIC games to be less fun.

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Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [Chimp](#) on Tue, 04 Mar 2008 13:13:17 GMT

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Dreganius wrote on Tue, 04 March 2008 11:46

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Now that's out of the way, time to comment.

I do think that Renegade's shells are actually pretty realistic, for the engine. I understand about the Artillery, but it would have been pretty bad to have the arti as it was in C&C, in my honest opinion.

But yeah Renegade is fun as it is. I find UBEROMGWTF REALISTIC games to be less fun.

Thats because reality isn't funny, but games are, because they're unrealistic..Which is why people play them. If you take away that factor, you're pretty much just left with real life.

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Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [The Executor](#) on Fri, 07 Mar 2008 20:27:04 GMT

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Why is it when someone post's something that is really good and beneficial to the forum, we shoot them down and flame them?

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Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [Starbuzz](#) on Sat, 08 Mar 2008 02:48:45 GMT

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MSwindows wrote on Fri, 07 March 2008 14:27Why is it when someone post's something that is really good and beneficial to the forum, we shoot them down and flame them?

Because people can't accept anything that lies outside the primordial beliefs they are brainwashed with.

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Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [noman](#) on Tue, 11 Mar 2008 05:03:02 GMT

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Chimp wrote on Sun, 20 January 2008 10:36

Missles (Artillery): These are the fastest explosives, and some of the most damaging. However, they slow up slightly in midair flight.

you say that the arty shells slow down in the air but unless the developers added in air friction I seriously doubt that it does slow down. Or if they did put in air friction then ALL weapons will slow down. unless they specifically put in for that one vehicle a deceleration in the shot (which I would think would be a waste of time).

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Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [Dover](#) on Wed, 12 Mar 2008 08:25:56 GMT

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MSwindows wrote on Fri, 07 March 2008 12:27Why is it when someone post's something that is really good and beneficial to the forum, we shoot them down and flame them?

When a post like that comes along, we'll see what happens.

---

Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [The Executor](#) on Wed, 12 Mar 2008 13:13:47 GMT

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Starbuzz wrote on Fri, 07 March 2008 20:48MSwindows wrote on Fri, 07 March 2008 14:27Why is it when someone post's something that is really good and beneficial to the forum, we shoot them down and flame them?

Because people can't accept anything that lies outside the primordial beliefs they are brainwashed with.

True.

---

Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [mrrirate](#) on Wed, 12 Mar 2008 18:19:10 GMT

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Mortars don't "home," and there are no mortars in Renegade.

Missiles has two i's in it.

Artillery shells are slower than the shells that other tanks fire, and have a larger splash damage radius.

This thread is painfully stupid. It's only beneficial to the forums in that it adds further proof that Chimp is actually 14.

---

Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [Herr Surth](#) on Wed, 12 Mar 2008 18:22:10 GMT

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I'm 14!

+1

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Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [mrpirate](#) on Wed, 12 Mar 2008 18:24:21 GMT

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Homers:

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Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [Herr Surth](#) on Wed, 12 Mar 2008 18:27:46 GMT

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I prefer the second one tbh.

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Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [jnz](#) on Wed, 12 Mar 2008 19:17:12 GMT

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mrpirate wrote on Wed, 12 March 2008 18:19Mortars don't "home," and there are no mortars in Renegade.

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"home",

---

Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [mrpirate](#) on Wed, 12 Mar 2008 19:47:34 GMT

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The comma and the quotation mark pairing can be used in several ways. In American English, the comma (like most other punctuation marks) is included inside a quotation, no matter what the circumstances.[7] For example:

My mother gave me the nickname "Johnny Boy," which really made me angry.

However, in British English, punctuation is only placed within quotation marks if it is part of what is being quoted or referred to. Thus:

My mother gave me the nickname "Johnny Boy", which really made me angry.

---

Source: [http://en.wikipedia.org/wiki/Comma\\_\(punctuation\)](http://en.wikipedia.org/wiki/Comma_(punctuation))

I think either is actually acceptable.

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Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [jnz](#) on Wed, 12 Mar 2008 20:24:54 GMT

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The American way is wrong.

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Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [BlueThen](#) on Wed, 12 Mar 2008 20:40:34 GMT

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But it's better. ;o

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Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [Starbuzz](#) on Thu, 13 Mar 2008 01:01:33 GMT

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Originally Blue wrote on Wed, 12 March 2008 14:40But it's better. ;o

I agree fully.

---

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Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [Dover](#) on Thu, 13 Mar 2008 04:19:43 GMT

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mrpirate wrote on Wed, 12 March 2008 11:19Mortars don't "home," and there are no mortars in Renegade.

This thread is painfully stupid. It's only beneficial to the forums in that it adds further proof that Chimp is actually 14.

Morters don't curve upwards, either. Plus there's the whole business of actual C&C lore (And every manual of every game that features the Stealth Tank) that clearly states the Stealth Tank fires missles.

But he's an oceanographer, so he has to be rite!!1!

---

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Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [Cortez](#) on Thu, 13 Mar 2008 05:48:51 GMT

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Dover wrote on Wed, 12 March 2008 22:19mrpirate wrote on Wed, 12 March 2008 11:19Mortars don't "home," and there are no mortars in Renegade.

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But he's an oceanographer, so he has to be rite!!1!

I believe he said he was a marine biologist.....The two aren't the same. Just FYI- usually conjoining two jobs which are similiar into the same doesn't get you any smart-points. \*Cough\*.

Back on topic.....While the Stank's projectiles appear to be missles, they are more like heat seeking rockets. If you notice, they are essentially the same looking as a Gunner's rocket, suffice the fact that they have a slight curve to lock onto enemies, and dive downward naturally.

---

Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [nikki6ixx](#) on Thu, 13 Mar 2008 17:20:17 GMT

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MW, if you're going to start a totally new account, at least somehow try to get yourself a new address. Both your old account, and new account (Cortez) hail from 'patmedia'.

I might be an idiot when it comes to computers, but I can pick out someone's writing style a mile away.

Dude, seriously, you used to be OK with a bunch of people here, but this is kind of sad.

---

Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [Starbuzz](#) on Fri, 14 Mar 2008 02:39:07 GMT

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lol what the f\*\*\* is going on lmfao???

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Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [Cortez](#) on Fri, 14 Mar 2008 02:53:45 GMT

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Apparently he believes that we are the same person because we both use patmedia.net as our internet service....Patmedia is available in PA, NJ, NY, and one other I think...So....The chances of us being the same person are slim. We're just buddies ...Sort of...

---

Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [Dover](#) on Fri, 14 Mar 2008 05:16:25 GMT

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Nikki casts "Dispel Bullshit", as a level 20 Cleric...

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Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [Goztow](#) on Fri, 14 Mar 2008 07:33:01 GMT

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Cortez wrote on Fri, 14 March 2008 03:53Apparently he believes that we are the same person because we both use patmedia.net as our internet service....Patmedia is available in PA, NJ, NY, and one other I think...So....The chances of us being the same person are slim. We're just buddies ...Sort of...

IP Chimp == IP Cortez. So if you're not the same people, you're at least on the same LAN network...

---

Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [Cortez](#) on Fri, 14 Mar 2008 07:47:39 GMT

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Goztow wrote on Fri, 14 March 2008 08:33Cortez wrote on Fri, 14 March 2008 03:53Apparently he believes that we are the same person because we both use patmedia.net as our internet service....Patmedia is available in PA, NJ, NY, and one other I think...So....The chances of us being the same person are slim. We're just buddies ...Sort of...

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NO U!

---

Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [sadukar09](#) on Fri, 14 Mar 2008 12:37:45 GMT

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Cortez wrote on Fri, 14 March 2008 01:47Goztow wrote on Fri, 14 March 2008 08:33Cortez wrote on Fri, 14 March 2008 03:53Apparently he believes that we are the same person because we both use patmedia.net as our internet service....Patmedia is available in PA, NJ, NY, and one

other I think...So....The chances of us being the same person are slim. We're just buddies ...Sort of...

IP Chimp == IP Cortez. So if you're not the same people, you're at least on the same LAN network...

NO U!

Funny how everytime you get proven wrong, you resort to petty insults.

---

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Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [Herr Surth](#) on Fri, 14 Mar 2008 12:38:39 GMT

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Dover wrote on Thu, 13 March 2008 23:16Nikki casts "Dispel Bullshit", as a level 20 Cleric...  
Viconia is best cleric!

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Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [Enigma](#) on Sat, 14 Jun 2008 16:40:50 GMT

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Back on topic, Arty shells are NOT mortars. Mortars have a pronounced arch to their flight pattern...Thus the reason I find that the stealth tank rounds are mortars. The artillery missle shells are just shells, not mortars, there is a large differince.[/quote]

Stank shots are not mortars, they are semi homing, and the projectory of the missle is up and out of the vehicle cause the arch. NOT MORTAR.

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Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [sadukar09](#) on Sat, 14 Jun 2008 18:33:05 GMT

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Thanks for looking at the last post date...

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Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [JoeBro](#) on Tue, 15 Jul 2008 16:56:12 GMT

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Well, if its a "7 year-old game", why are you still posting forums on this subject SSADMVR? By the way CHIMP, good forum. I hope those marine animals stay healthy!

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Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [JoeBro](#) on Tue, 15 Jul 2008 17:08:34 GMT

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You sure are smart at this game! So far, you're the only person I've seen on this Renegade forum thing that actually uses common sense and sounds like a real expert. Keep up the good work!

P.S. Check out my posts to!

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Subject: Re: Rockets, Missles, Morters, Homers, and Grenades.

Posted by [sadukar09](#) on Tue, 15 Jul 2008 17:32:31 GMT

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