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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 difference 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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