
Subject: MRLS or Artillery?

Posted by [w0dka](#) on Sat, 16 Dec 2006 10:55:10 GMT

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Sometimes when i sit in such a fragile glass cannon i ask myself which is the best? Sure you can say sometimes the artillery is more useful then the MRLS but on some maps its exactly the other way round.

So which veh do you like more?

I myself hate the MRLS... because if you fight a smart oponent he would simply drive to your side and blow you to hell while you can't fire at him... Sure you shouldn't let something so close... but remember stanks... or fast vehicles...

And infantry on long range is a little bit tricky ... i missthe bodyshots with the art

But yes its the mabethe best hit&hide vehicle... a full voley of rockets do decent damage to everything while you are behind a rock reloading.

Subject: Re: MRLS or Artillery?

Posted by [MexPirate](#) on Sat, 16 Dec 2006 11:12:56 GMT

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Arty > MRLS always imo.

There is no competition, the art actually has a slightly better damage rate as well if I remember correctly.

It's usually not too hard to dodge the rocket salvo then come out shooting, also as you pointed out it's just so damn easy to out manouver the mrls, even with infantry whereas you won't get far if you stand anywhere near an arty on foot.

Subject: Re: MRLS or Artillery?

Posted by [w0dka](#) on Sat, 16 Dec 2006 11:57:17 GMT

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You're sure about Arti does more damage over time?

its just a feeling...but ithink the MRLS is in this case better... can't prove it with numbers... maybe its just because the rocketsalvos...

Subject: Re: MRLS or Artillery?

Posted by [MexPirate](#) on Sat, 16 Dec 2006 12:45:24 GMT

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w0dka wrote on Sat, 16 December 2006 05:57 You're sure about Arti does more damage over time?
its just a feeling...but i think the MRLS is in this case better... can't prove it with numbers... maybe its just because the rocketsalvos...

Man I must be bored, just tested it.

MRLS destroys a building in 44 seconds.

Arty destroys a building in 37 seconds.

Thats about 19% extra damage in the same time.

Subject: Re: MRLS or Artillery?
Posted by [w0dka](#) on Sat, 16 Dec 2006 12:52:52 GMT
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surprising to me

mhm... so i should stick to my meds if i'm GDI

Some advantage from the MRLS ... you can fire on targets that aren't in a direct line of fire... so sometimes you can strike without the possibility to strike back ... (campers on hourglass f. example)

Subject: Re: MRLS or Artillery?
Posted by [MexPirate](#) on Sat, 16 Dec 2006 13:11:30 GMT
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Well I usually get a med when I can afford it, but an MRLS still does a lot more damage than a med, it's still useful in the right situation.

Indirect fire is useful, Under for example an MRLS can hit ref, hon, strip and ob whereas arty can only hit WF or AGT taking fire from the guns - still arty ftw imo.

Subject: Re: MRLS or Artillery?
Posted by [Tunaman](#) on Sat, 16 Dec 2006 18:14:20 GMT
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An MRLS is usually better at long range because of its ability to lock on to targets, and because arty shots don't exactly go where you tell them to go.. There's a little bit of spray angle and a lot of long range shots require luck.

Besides that, there's a few situations where an MRLS is better, but an artillery is usually more useful imo. One of the good things about an MRLS is that you can fire a salvo, take cover and repair while waiting for it to reload, then fire another one.

Subject: Re: MRLS or Artillery?

Posted by [JPNOD](#) on Sun, 17 Dec 2006 14:18:23 GMT

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Artillery preferable but if your a good shot with a MRLS then you could consider buying it instead of a Med in some cases.

Subject: Re: MRLS or Artillery?

Posted by [puddle_splasher](#) on Tue, 19 Dec 2006 11:42:25 GMT

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Get yourself a good sight!!

I can use both Arty and MRL to very good effect. Both have different capabilities and both have to be used differently.

However both are an asset to any team, providing that the user knows what to do.

For me there is no preferece, I play with what I can get.

Subject: Re: MRLS or Artillery?

Posted by [Canadacdn](#) on Thu, 21 Dec 2006 02:24:24 GMT

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Arties are the best in my opinion. The homing rockets of the MRLS don't always work and the MRLS is clumsy to handle, and lacks short-range firepower.

Too bad they can both get shredded by ramjets...

Subject: Re: MRLS or Artillery?

Posted by [fl00d3d](#) on Thu, 21 Dec 2006 05:47:08 GMT

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I would definitely prefer a tech'd artie over a tech'd MRLS.

I think the only advantage a MRLS has over an Artie is the locking. And I know that this isn't a discussion about strategy or maps, but if you combine that information with this discussion I think most people would agree that arties are better because most maps accommodate the artillery better than the mrls (such as on under, they have rocks and a bunker to hide behind in the field).

If you see a tech'd artie, you had better run unless you have a couple of med tanks that know what they're doing or possibly a havoc that hits every shot.

Subject: Re: MRLS or Artillery?

Posted by [tompie15](#) on Sat, 23 Dec 2006 21:22:58 GMT

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arty definetly. it has more firepower and it can kill infantry easy
if an sbh is close to a mrls it can own the mrls without problems if he's not a n00b

Subject: Re: MRLS or Artillery?

Posted by [Veyrdite](#) on Wed, 27 Dec 2006 06:38:52 GMT

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i go for art, for these reasons

1. you can drive it backwards at the same speed, while revealing less of a target
2. it fires more directly
3. the merlin is extremely flimsy at short range
4. (and) has a bulky gun that doesn't move unlike the art
5. fires more steadily, compared to the mrls 6-shot then reload
6. mrls rockets are a little offset and normally hit something before the target
7. looks cooler
8. shreds mammys
9. does have a little more damage per warhead
10. warheads are smaller/easier to shoot something without revealing as much of your vehicle
11. climbs slopes faster (but unfortunately can't shoot well on them due to a lack of max tilt)

well, i could also list the bad things about it, but that would ruin my point

Subject: Re: MRLS or Artillery?

Posted by [Jzinsky](#) on Fri, 29 Dec 2006 16:21:40 GMT

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How do you lock on with an mrl? My missiles just go in the general direction of where I pointed...

Teched arty probably the best weapon in the game, as long as someone thinks of doing it. Most often someone wanders over with an engy and tickles you for a bit..

Subject: Re: MRLS or Artillery?

Posted by [Uberfahr](#) on Mon, 01 Jan 2007 15:25:04 GMT

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Art > MRL

First, the locking ability is not a real advantage. If you know how to aim you can achieve the same result with the art.

Second, the short range vulnerability is the main disadvantage of the MRL.

In a hypothetical direct fight Art vs MRL (without obstacles) the result depends on distance thought:

short distance: Art >>> MRL

mid distance: MRL > Art (because the first 2 x 6 missiles probably dont miss)

long distance: Art > MRL (because of the more precise aiming)

Subject: Re: MRLS or Artillery?

Posted by [EvilWhiteDragon](#) on Mon, 01 Jan 2007 22:51:35 GMT

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Uberfahr wrote on Mon, 01 January 2007 16:25Art > MRL

First, the locking ability is not a real advantage. If you know how to aim you can achieve the same result with the art.

Second, the short range vulnerability is the main disadvantage of the MRL.

In a hypothetical direct fight Art vs MRL (without obstacles) the result depends on distance thought:

short distance: Art >>> MRL

mid distance: MRL > Art (because the first 2 x 6 missiles probably dont miss)

long distance: Art > MRL (because of the more precise aiming)

You are saying the art has higher accuracy? I find that hard to believe actually, because I have experienced that the mrls rockets end up where I point, the art has a slight inaccuracy that gets it in the long distance.

Subject: Re: MRLS or Artillery?

Posted by [jnz](#) on Tue, 02 Jan 2007 04:45:04 GMT

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if you actually know how to use the MRLS then it pwns the art. with the locking you don't need to be facing your enemy. you just shoot.

also, i have been a SBH and put c4 on one. when get pwned because the missiles lock onto me and no matter how i dodge, they still hit me. with a art i can dodge the missiles.

Subject: Re: MRLS or Artillery?

Posted by [Uberfahr](#) on Tue, 02 Jan 2007 11:30:34 GMT

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gamemodding wrote on Mon, 01 January 2007 23:45also, i have been a SBH and put c4 on one. when get pwned because the missles lock onto me and no matter how i dodge, they still hit me. with a art i can dodge the missles.

If you would stay near the MRL (behind it or at the sided) you could probably dodge the missiles. Against an Art you would not survive.

Subject: Re: MRLS or Artillery?

Posted by [jnz](#) on Tue, 02 Jan 2007 11:39:48 GMT

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i couldn't stay near it, i would of got killed by other tanks.

when i get ren working again. ill make a video.

Subject: Re: MRLS or Artillery?

Posted by [MexPirate](#) on Tue, 02 Jan 2007 13:41:48 GMT

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gamemodding wrote on Mon, 01 January 2007 22:45if you actully know how to use the MRLS then it pwns the art. with the locking you don't need to br facing your enemy. you just shoot.

also, i have been a SBH and put c4 on one. when get pwned because the missles lock onto me and no matter how i dodge, they still hit me. with a art i can dodge the missles.

lol, I know how to use both and the art is a lot better, it really isn't hard to dodge the mrls rockets if you aren't in front of it. The locking really isn't that great against an intelligent moving target, under pretty much every situation the art should be using some sort of cover, simply dodge the rocket salvo and come out firing the mrls will be dead long before it can fire off enough rockets to kill the art.

Subject: Re: MRLS or Artillery?

Posted by [Tunaman](#) on Tue, 02 Jan 2007 15:11:07 GMT

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you can't really dodge mrls rockets besides going behind it or using a wall...

Subject: Re: MRLS or Artillery?

Posted by [Spetz5](#) on Wed, 10 Jan 2007 22:10:39 GMT

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MRLS is better, especially if you use it properly. Sure, the arty can go out in the field and everything, mainly because of its 360-turret, but the MRLS in the long run has overall more damage than the arty.

Artillery does 110 damage per shot

While the MRLS does 108, but has a much higher armor piercing effect. Were an artillery could hope to do at least one block worth of damage to a light tank, were as an MRLS does more than triple that. I've played on mission maps where you get a decent amount of tanks at the start, as well as an MRLS (GDI) and 2 artys (Nod), and using the hill by the helipad, I manage to destroy 3/4 of Nod's tanks, and they weren't noobs driving either.

Subject: Re: MRLS or Artillery?

Posted by [Sniper_De7](#) on Wed, 10 Jan 2007 22:53:33 GMT

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'mission maps' and 'not noobs' does not go together

Subject: Re: MRLS or Artillery?

Posted by [Renerage](#) on Thu, 11 Jan 2007 06:06:44 GMT

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Sniper_De7 wrote on Wed, 10 January 2007 17:53 'mission maps' and 'not noobs' does not go together

Agreed, All mission maps are garbage.

I hate them all, I hope they all burn in hell with crows picking their eyeballs out.

xD anyways, just don't like them.

Subject: Re: MRLS or Artillery?

Posted by [Jerad2142](#) on Fri, 19 Jan 2007 17:35:34 GMT

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MRLS does 2 less damage after firing all of its ammo than the arty.

MRLS fire damage per missile = $18 \times 6 = 108$

ARTY fire damage = 110

Main advantage to the MRLS is that you can park it back wards behind a rock then shoot back up over the rock without the enemy ever being able to see you.

Subject: Re: MRLS or Artillery?
Posted by [Sniper_De7](#) on Fri, 19 Jan 2007 17:56:36 GMT
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what version of renegade do you play?

Subject: Re: MRLS or Artillery?
Posted by [Tunaman](#) on Fri, 19 Jan 2007 20:40:20 GMT
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the mrls does like 234 per salvo..

Subject: Re: MRLS or Artillery?
Posted by [mripirate](#) on Fri, 19 Jan 2007 21:09:32 GMT
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and the Artillery does 92 per shot

Subject: Re: MRLS or Artillery?
Posted by [MexPirate](#) on Fri, 19 Jan 2007 21:17:03 GMT
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and balanced out the arty does more damage to a building than the mrls, I haven't tested it against a tank, it is possible that the mrls does more damage against vehicles but I find it hard to believe.

Subject: Re: MRLS or Artillery?
Posted by [DutchNeon](#) on Wed, 24 Jan 2007 00:06:11 GMT
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I prefer arty over mrls, its kinda just a med but with weak armor, slow, but deadly shots + Big Splash damage, i get more kills with arty then MRLS, although tanks tend to hide for MRLS Salvo's

/ -= Neon =- \

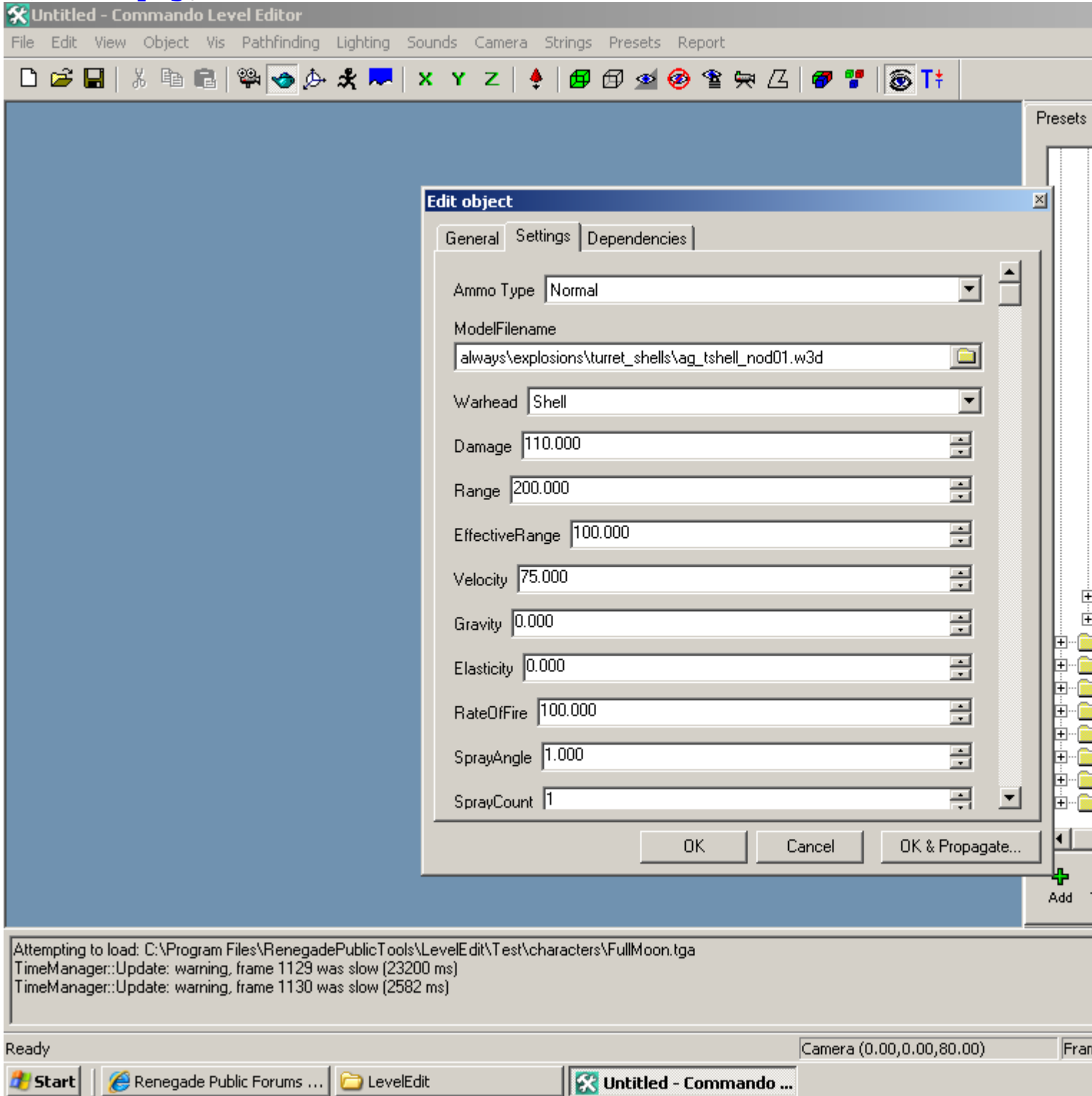
Subject: Re: MRLS or Artillery?
Posted by [Jerad2142](#) on Thu, 25 Jan 2007 05:02:07 GMT
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Okay here look for your selves:

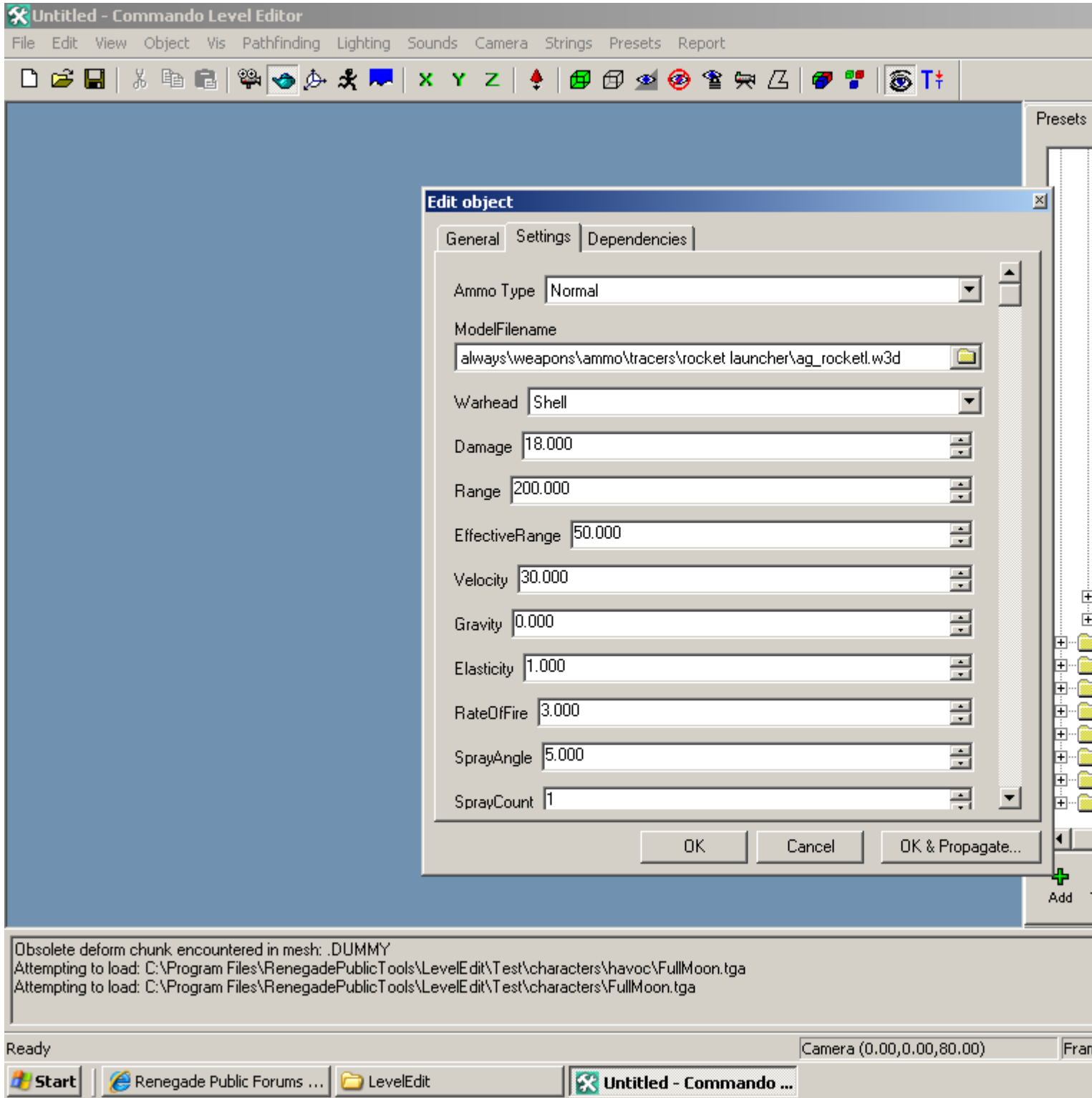
They both have the same warhead, MRLS = 2 less damage in the end.

File Attachments

1) [ARTY.png](#), downloaded 697 times



2) [MRLS.png](#), downloaded 713 times



Obsolete deform chunk encountered in mesh: .DUMMY
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\test\characters\havoc\FullMoon.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\test\characters\FullMoon.tga

Subject: Re: MRLS or Artillery?
Posted by [Veyrdite](#) on Sun, 28 Jan 2007 04:58:45 GMT
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doesn't it change depending on the armour type its attacking?

Subject: Re: MRLS or Artillery?

Posted by [Jerad2142](#) on Sun, 28 Jan 2007 08:00:48 GMT

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They both have the same warhead, so they would both do the same damage to buildings, vehicles and infantry as each other.

Subject: Re: MRLS or Artillery?

Posted by [Tunaman](#) on Sun, 28 Jan 2007 08:47:34 GMT

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I just tried it out ingame and an arty does around 92-93 per shot and an mrls does somewhere around 234 per salvo..

Subject: Re: MRLS or Artillery?

Posted by [Jerad2142](#) on Mon, 29 Jan 2007 14:48:49 GMT

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Okay, now you guys just are not thinking before you speak. When you shoot an infantry with the ramjet rifle it does about 200 damage to the armor, when you shoot a tank with the ramjet rifle does it do 200 damage to its armor, no (well on arty and mrls it does a crap load, I don't know how much off the top of my head).

That means that the damage is scaled some how I wonder how?

huh?

Oh wait, I think I remember seeing a file called "scale_damage between_objects.ini" , no wait it was called "armor.ini"!

In this file there were like 30 different armor types. Maybe this could be how you guys are getting such different numbers, but even then MRLS's damage and ARTY's damage are both multiplied the same.

File Attachments

1) [armor.ini](#), downloaded 183 times

Subject: Re: MRLS or Artillery?

Posted by [Tunaman](#) on Mon, 29 Jan 2007 18:21:38 GMT

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Uhh, this is the tactics and strategies forum, people here actually want to know about how things happen ingame.. Not how it shows up in leveledit. You didn't even add in the damage for the

explosions, the mrls clearly does much more damage per salvo than the arty does per shot. :\
It takes 2 salvos of an mrls to kill an arty, and around 4-5 shots(I think) to kill an mrls with an arty.
The mrls does more damage in a shorter amount of time I believe.

Subject: Re: MRLS or Artillery?
Posted by [MexPirate](#) on Tue, 30 Jan 2007 00:26:53 GMT
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Ralphzehunter wrote on Mon, 29 January 2007 12:21Uhh, this is the tactics and strategies forum, people here actually want to know about how things happen ingame.. Not how it shows up in leveledit. You didn't even add in the damage for the explosions, the mrls clearly does much more damage per salvo than the arty does per shot. :\
It takes 2 salvos of an mrls to kill an arty, and around 4-5 shots(I think) to kill an mrls with an arty.
The mrls does more damage in a shorter amount of time I believe.

no, it doesn;t - the arty does more damage.

Subject: Re: MRLS or Artillery?
Posted by [Tunaman](#) on Tue, 30 Jan 2007 03:31:56 GMT
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You're right, nvm.

Subject: Re: MRLS or Artillery?
Posted by [Renerage](#) on Tue, 30 Jan 2007 06:08:07 GMT
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Ill say this once, and once only-

Teched Arty- Best Combination For Cheapness
Teched Med- Best Combination Period.

Teched Mrls- Good Combination, For Cheapness
Teched Light- Good Combination Period.

You dont agree? I dont care. These are my own opinions.

Now honestly, think about it this way- An arty it precise with its movements, where as an mrls isnt. However, In field, whats the reason tanks on nod retreat? Because, the MRLS are USUALLY shooting, from their own base, blind shooting, and ripping their tanks apart.

Ive seen it happen, ive done it, dont argue.
You say i play with noobs? Fine. Say that.

Its true, on field, mesa, complex, maybe under, you keep getting your ass kicked by blind-missles, then you arent going to win...

Arty Vs Mrls (Both Skilled Drivers)

= Depends on Distance....From long range, i say the MRLS, because they lock, and if you keep moving, the Arty shell will miss you.

Mid-Range- Arty owns.

Close Range- Engineer Owns after MRLS is blown to bits, In other words, a tie.

Subject: Re: MRLS or Artillery?

Posted by [MexPirate](#) on Wed, 31 Jan 2007 09:53:06 GMT

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cheekay77 wrote on Tue, 30 January 2007 00:08

Close Range- Engineer Owns after MRLS is blown to bits, In other words, a tie.

HA! your engie isn't killing my arty tbh.
