Subject: Important numbers in Renegade
Posted by Commando no. 448 on Sun, 02 Mar 2003 11:18:50 GMT
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A volt rifle character is equipted to take out a building given ALOT of time. His C-4 the all his gun charge should do it. But I have had circumstances where it was left with a sliver of helath. Maybe I missed a charge or placed the c-4 improperly. But I have done it. A serious distraction would be needed to keep him doing it long enough though.

If you play on a map with ceiling guns it takes about 5 snipher shots to take them out.