
Subject: My gathering of Renegades Vehicle & Weapon Stats.

Posted by [Uberfahr](#) on Tue, 11 Mar 2003 11:28:49 GMT

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How do you calculate the points you get for destroying a vehicle? Is it $\text{DamagePoints} * (\text{Health} + \text{ShieldStrength}) + \text{DeathPoints}$?

This cannot be true, as the value for a mammoth would be 795 points! How do you get that important information?

Another question: as DamagePoints and DeathPoints are not given for Infantry, how do you calculate the points you get for killing them?

Thanks a lot, Blazer. As you know I've tried to make an excel sheet, too. Just by testing, so it's fun to compare the "theoretical" values with mine. What I didn't consider yet is the EffectivRange though.

Very interesting too: Did you know that killing a harvy with Flame Tank gives significantly more point than destroying it with any other tanks or infantry?

Uberfahr
