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Subject: My gathering of Renegades Vehicle & Weapon Stats.

Posted by [Uberfahr](#) on Tue, 11 Mar 2003 16:08:51 GMT

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For buildings its easy: 500 Health where every health point brings 1 Credit and 250 Credits for destroying it = exactly 750 Credits (thats experientially proven)

I ve made a list of how many points you get for killing a tank. For example the harvy gives 211 Credits for killing (determined empirically with destroyed Ref). But I dont see how this value can be calculated with the given list. Thanks for further research

Uberfahr

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