
Subject: Important numbers in Renegade
Posted by [SencneS](#) on Tue, 18 Mar 2003 04:46:52 GMT
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Interesting stats.

10 PIC's or RAVES can kill a Med and a FLAME in ONE shot each. It would take 15 to do it with to a mammy.

A pistol taks 1 hit point of a building if shot at the MCP.

one timed c4 takes 400 hit points. it takes 2 times and 1 remote to kill a building. So a building is 1000 hit points (Less then mammy). You would need to reload your pistal 84 times to kill it. (Never tried but I have been a part of a group that has killed a 2 buildings with pistols, there was 4 of us)

5 laser chain gun guys can kill a group of 7 med tanks in a matter of seconds. They can do it faster then the 10 Ravenshaws

From outside a building a patch can unload his gun on a building as knock 4 bars off the hits. A gunner can knock 6. So a patch and gunner is all you need to kill a building from a distance. Assuming they don't repair.

10patches unloading 100 bullets each will kill a building. You might want to note that this kills a building faster then 10 gunners. It would take 10 gunners 7 rockets each to kill a building. 7 rockets takes 7 seconds. A Patch can unload his 100 bullet clip in 5 seconds.

There is no one spot on a tank or bugger/hummer that is "softer" or does more damager. However the Med Tank has a spot that will take NO damage.

The GDI logo at the back of the Med Tank is completely transparent to anything. Infact if you aim for it your bullet will go stright through the tank. This is the same for repair guns. If a repair gun is targeted at the logo the tank WILL NOT be repaired.

This is why you see people using the back end of a med tank to peek around corners.

SencneS
