Subject: Important numbers in Renegade
Posted by BgMcLarge on Sun, 02 Mar 2003 07:36:37 GMT
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Hey I'm interested in having a more in-depth knowledge of Renegade. Specifically I like knowing statistical info about in-game strategies, like how many c4's does it take to blow a building (or med tank, light tank, character....), how many headshots does it take to kill a specific character with a specific character (and how long does it takes). This could get quite long...

So this thread is ONLY for posting PROVEN, TESTED numbers and statistics. If this thread gets too long hopefully someone at the end will re-post a summary list.

Subject: Important numbers in Renegade
Posted by Doitle on Sun, 02 Mar 2003 07:48:55 GMT
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How many statistics we have so far... Zero

Subject: Important numbers in Renegade
Posted by Darkre1gn on Sun, 02 Mar 2003 08:14:21 GMT
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uhh... it takes 4 remote C4 to destrpoy a med or flametank, 2 to destroy an mrls or artilliry, it takes 1 ob shot to destroy a humvee, artilliry, mrls, buggy and stealth tank.

it takes 2 ob shots to destroy a med., flametank.

Subject: Important numbers in Renegade
Posted by NHJ BV on Sun, 02 Mar 2003 09:18:08 GMT
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It takes 3 obelisk shots to destroy a mammoth tank, and only 1 timed c4 is needed for an MRLS, buggy or Humvee (not sure about arty's)

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 sniper shots to take them out.

Subject: Important numbers in Renegade
Posted by Rich[HN] on Sun, 02 Mar 2003 11:24:47 GMT
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A volt rifle character and its C4 can get a building down!

Subject: Important numbers in Renegade
Posted by Vegita246 on Sun, 02 Mar 2003 16:21:59 GMT
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Volt rifle can kill a building without c4 + PIC sydney can kill one with c4(this is with noone repairing).

Subject: Important numbers in Renegade
Posted by snipefrag on Mon, 03 Mar 2003 00:21:12 GMT
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O BTW it only takes one HS to kill anyone with a sniper charicter, 3 timed C4 to kill a building or 1 remote C4 and 2 timed C4, and i think its 4-5 remote c4 to kill a building. Takes 6 Adv sniper shots with a sniper to kill a orca i think thats right and i cant think of much more.

The easiest way to learn this stuff is to just play and you get to just know it

O and it takes 1,604,043 pistol shots to kill a building tried and tested it my self

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Subject: Important numbers in Renegade
Posted by Sk8rRIMuk on Mon, 03 Mar 2003 02:06:46 GMT
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A head shot from Havoc/Skaura/Raveshaw/Sydney (ion cannon one)/Deadye & The Black hand sniper will kill any infantry...

You require a 1000 credit character to survive a obelisk shot (you must be moveing)...

Dunno any more I rely on instincts.

-Sk8rRIMuk

Subject: Important numbers in Renegade
Posted by MeXadiaz on Mon, 03 Mar 2003 22:44:37 GMT
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snipefragO and it takes 1,604,043 pistol shots to kill a building tried and tested it my self

Yes, here are my numbers:

65 shots with a rocket launcher to destroy a building

30 seconds to destroy a refinery with a flame tank(not sure if it takes just as much with other buildings

About 12-13 seconds to kill harvester with flame tank

That's all for now, I'll post more later.

Subject: Important numbers in Renegade
Posted by Gizbotvas on Mon, 03 Mar 2003 23:44:35 GMT
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It takes 28 seconds to bring down a building alone in a flame tank OR in a stealth tank.
But whos counting?

Subject: Important numbers in Renegade
Posted by MeXadiaz on Tue, 04 Mar 2003 00:28:53 GMT
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no-one was counting, I used the renegade time left clock. According to it it was 30 seconds

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Subject: Important numbers in Renegade
Posted by Commando no. 448 on Tue, 04 Mar 2003 11:05:41 GMT
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snipefragO and it takes 1,604,043 pistol shots to kill a building tried and tested it my self

How about you find out how many pistol shots from outside the building it takes.

:twisted: It will takes him tens of hours to figure that out :twisted:

Subject: Important numbers in Renegade
Posted by snipefrag on Tue, 04 Mar 2003 13:45:53 GMT
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omg, I was joking i am not that sad as to stand there shooting a buildng to death with a pistol lol

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Subject: Important numbers in Renegade
Posted by cheeta30 on Tue, 04 Mar 2003 14:48:38 GMT
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it takes two remote C4's and two timed C4's to take out a building
and to destroy a med. tank two timed or 4 remote C4's

Subject: Important numbers in Renegade
Posted by Griever92 on Wed, 05 Mar 2003 04:01:56 GMT
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snipefragomg, I was joking i am not that sad as to stand there shooting a buildng to death with a pistol lol

lol

Subject: Important numbers in Renegade
Posted by Vegita246 on Wed, 05 Mar 2003 07:54:31 GMT
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Only takes 1 remote and 2 timed cheeta

Subject: Important numbers in Renegade
Posted by tanhm07 on Wed, 05 Mar 2003 09:29:48 GMT
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5 remotes to take down a building from MCT.

Subject: Important numbers in Renegade
Posted by K9Trooper on Wed, 05 Mar 2003 20:49:15 GMT
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1 Chem Warrior, 1 timed C4 and 30 seconds destroys a building.

Subject: Important numbers in Renegade
Posted by JeffLee67 on Thu, 06 Mar 2003 19:03:28 GMT
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One shot from the Laser Chain Gunner depletes 50 health from any character if it's a head shot. The initial shot to the head depletes about 35 health and then the burning after-effect eats up about 15 more. So if you had a stationary target and enough time, 4 laser shots spread out will kill any character with 200 health.

Subject: Important numbers in Renegade
Posted by [sg]the0ne on Fri, 07 Mar 2003 04:05:14 GMT
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K9Trooper1 Chem Warrior, 1 timed C4 and 30 seconds destroys a building.

Yes this is so badass !! Great against das n00bs who dont take care of their buildings !

Subject: Important numbers in Renegade
Posted by Sk8rRIMuk on Sat, 08 Mar 2003 15:03:37 GMT
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[sgthe0ne]K9Trooper1 Chem Warrior, 1 timed C4 and 30 seconds destroys a building.

Yes this is so badass !! Great against das n00bs who dont take care of their buildings !

I agree especially good if you wanna take out GDI's refinery quickly in canyon.

-Sk8rRIMuk

Subject: Important numbers in Renegade
Posted by Majiin Vegeta on Sat, 08 Mar 2003 16:12:03 GMT
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1 obi shot will take 300HP of any unit..
and any beacon hit (direct center) will take i think it was about 1500 damage

1 remote C4 will kill any unit if place on head
1 timed c4 kill any unit
1 timed c4 take about 250 HP off tanks

thats all i can think of

Subject: Important numbers in Renegade
Posted by Sk8rRIMuk on Sun, 09 Mar 2003 11:45:11 GMT
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How much damage does a pistol do and how much health does each building have...

With that I can save some people shooting away at buildings with a pistol and loseing count (belive me you do lose count I tried it).

EDIT: Blazer just did everything you need go here >>
http://poosay.com:5150/~blazer/RenStats.html it has all the numbers you need.

-Sk8rRIMuk

Subject: Important numbers in Renegade
Posted by Deathgod on Tue, 11 Mar 2003 07:39:11 GMT
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More stats can be found at http://www.fudonline.com/reninfo.xls

This is a list of damage vs. vehicles and buildings per clip of an infantry unit's weapon.

Mobius/Mendoza can kill a building without c4 as long as all their shots hit the MCT. Grenadiers are the only free unit who can kill a building by themselves. PIC Sydney does twice as much damage at the MCT as she does outside a building, but Raveshaw only does 1.5 times as much at the MCT.

Obelisk does 310 to infantry units, 300 with initial shot and 10 for burning.

Subject: Important numbers in Renegade
Posted by Covert Rednek† on Sun, 16 Mar 2003 13:56:34 GMT
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Quote:A head shot from Havoc/Skaura/Raveshaw/Sydney (ion cannon one)/Deadye & The Black hand sniper will kill any infantry...
ALSO with ANY Rocket launcher Character(i luv using rl and getting unsuspected headshots on the other team escpcially in C&C_Walls_Flying

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

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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.

10patchs 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