
Subject: Did you know
Posted by [anant](#) on Sat, 18 Jul 2009 07:15:26 GMT
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it takes 200 shots from a nod soldier to kill an Apache, but 300 shots from a nod Officer to kill an Apache?

Subject: Re: Did you know
Posted by [nopol10](#) on Sat, 18 Jul 2009 08:09:30 GMT
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That's odd, but hey, you've started a new idea!
Let's post bits of lesser known Renegade trivia here.

Subject: Re: Did you know
Posted by [ArtyWh0re](#) on Sat, 18 Jul 2009 11:08:06 GMT
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I've always thought the Chaingun was weaker than the Autorifle on light armoured vehicles. Now I have proof.
Again another thing that makes Renegade strange.

Subject: Re: Did you know
Posted by [Starbuzzz](#) on Sat, 18 Jul 2009 12:44:00 GMT
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From the single player missions, we saw officers lead soldiers, call reinforcements and primarily act in an anti-infantry role. I guess that's why the chainguns are the way they are (good against infantry, suckage against vehs).

The warhead on the chaingun is "steel". It does 2x damage to infantry compared to the soldier rifles which have the "sharpnel" type warhead.

Chainguns do 50 per headshot, 35 for GDI rifle and 25 for Nod rifle.

Subject: Re: Did you know
Posted by [cmatt42](#) on Sat, 18 Jul 2009 16:44:16 GMT
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In the event of an absolute dead tie, GDI will win the game.

Subject: Re: Did you know
Posted by [futura83](#) on Sat, 18 Jul 2009 18:58:58 GMT
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You can destroy a building with a volt auto rifle but you'll have about 10 or less ammo left from full by the time you've done it. (Shooting the MCT)

Subject: Re: Did you know
Posted by [Good-One-Driver](#) on Sat, 18 Jul 2009 20:35:34 GMT
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futura83 wrote on Sat, 18 July 2009 14:58 You can destroy a building with a volt auto rifle but you'll have about 10 or less ammo left from full by the time you've done it. (Shooting the MCT)
Chem sprayy dose better then volt

Subject: Re: Did you know
Posted by [futura83](#) on Sat, 18 Jul 2009 22:10:09 GMT
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GoodOneDriver wrote on Sat, 18 July 2009 21:35 futura83 wrote on Sat, 18 July 2009 14:58 You can destroy a building with a volt auto rifle but you'll have about 10 or less ammo left from full by the time you've done it. (Shooting the MCT)
Chem sprayy dose better then volt

Gonna have to try that out ^^

Edit:

That's weird how a chemical can destroy a building like an eletrical weapon can.

Subject: Re: Did you know
Posted by [anant](#) on Sun, 19 Jul 2009 07:19:14 GMT
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chem>volt in building destruction This is a cool topic ha

Subject: Re: Did you know
Posted by [_SSnipe_](#) on Sun, 19 Jul 2009 07:48:32 GMT

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it takes over 4000 pistol shots at an OB mct to kill it....someones done it before hahah

Subject: Re: Did you know

Posted by [DarkKnight](#) on Sun, 19 Jul 2009 12:17:26 GMT

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futura83 wrote on Sat, 18 July 2009 17:10 GoodOneDriver wrote on Sat, 18 July 2009 21:35 futura83 wrote on Sat, 18 July 2009 14:58 You can destroy a building with a volt auto rifle but you'll have about 10 or less ammo left from full by the time you've done it. (Shooting the MCT) Chem spray dose better then volt

Gonna have to try that out ^^

Edit:

That's weird how a chemical can destroy a building like an eletrical weapon can.

Chem soldiers can take out a building fast but yet the character is hardly ever used for that purpose.

Subject: Re: Did you know

Posted by [EvilWhiteDragon](#) on Sun, 19 Jul 2009 16:37:02 GMT

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then again, there dead in a matter of seconds with their head size...

Subject: Re: Did you know

Posted by [slosha](#) on Thu, 23 Jul 2009 03:50:54 GMT

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Here's a nice tidbit. It takes roughly 50 remote c4s to kill a building, not on the MCT of course.

Subject: Re: Did you know

Posted by [YazooGang](#) on Sat, 25 Jul 2009 16:14:41 GMT

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Autorifle has a damage of 7.00 and chaingun has a damage of 5.00.

Subject: Re: Did you know

Posted by [Veyrdite](#) on Wed, 29 Jul 2009 08:09:05 GMT

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The Apache machine-gun (secondary) does not aim where the reticle-dot is due to its offset from the primary (salvos) weapon.

This means the trajectory of the machine gun goes diagonally upwards (making your bullets end up higher than where you aimed).
