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Subject: My gathering of Renegades Vehicle & Weapon Stats.

Posted by [Blazer](#) on Mon, 10 Mar 2003 16:04:32 GMT

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[sgtheOne]AutoRifle Damage = 7

Velocity = 350

Pistol Damage = 10

Velocity = 400

Is this  $^{(velocity + 3 \text{ more damage})}$  why my pistola does lots more 'head shot' damage ? Three more damage really isn't much and doesn't explain why the pistol is so much better for those sneak up on you head shots .... so I'm assuming the velocity works like a partial multiplier in this game.

SoftPierceLimit = Does anyone know what is this ?

Very few guns have a value for this :

(PIC Cannon, Railgun, Ramjet, Sniper Rifle)

I'll edit this msg for other observations. Anyone else notice nothing interesting ?

I think the pistol appears to do more damage because people usually aim for the head with it, versus other weapons where they just aim for your torso. Velocity is the speed of the bullet, I don't think it is part of the damage equation...the mobart shell is slow as hell but it sure hurts

I believe SoftPierce is how many bodies it can penetrate. As you know you can line up 2 people and shoot the first one with the ramjet, and the bullet will travel through and kill the second one as well. Weapons with 0 softpiece will not do this.

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