
Subject: My gathering of Renegades Vehicle & Weapon Stats.
Posted by [Blazer](#) on Sun, 09 Mar 2003 13:42:32 GMT

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Ever wonder just how many points you get for destroying a stealth tank?
Or wonder just what the range of the MRLS is?
Or ponder just how many bodies the RamJet can shoot through?

I have painstakingly compiled this info and put it into a table for you. Why did I do this? I was curious about some of the values, and once i started, I couldn't stop.

Note that none of this info was cut-and-pasted, It was all me, going through the presets tree in leveledit, eyeballing all the values and manually typing them in.

Enjoy...

<http://poosay.com:5150/~blazer/RenStats.html>

Subject: My gathering of Renegades Vehicle & Weapon Stats.
Posted by [Sk8rRIMuk](#) on Sun, 09 Mar 2003 14:09:23 GMT

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That is actually very helpful thank you blazer .

-Sk8rRIMuk

Subject: My gathering of Renegades Vehicle & Weapon Stats.
Posted by [NHJ BV](#) on Sun, 09 Mar 2003 14:13:41 GMT

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Whoah

Subject: My gathering of Renegades Vehicle & Weapon Stats.
Posted by [John Shaft Jr.](#) on Sun, 09 Mar 2003 14:26:57 GMT

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I shall copy and paste this and save it Blazer. Thank You. Thank You very much.

Subject: Re: My gathering of Renegades Vehicle & Weapon Stats.
Posted by [Griever92](#) on Sun, 09 Mar 2003 15:42:25 GMT

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<http://poosay.com:5150/~blazer/RenStats.html>

Thanks for the info. Lol, PTs have health.

Subject: My gathering of Renegades Vehicle & Weapon Stats.
Posted by [Doitle](#) on Sun, 09 Mar 2003 16:56:55 GMT
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Pickup/Sedan
100/100
SkinFlesh!?

lol! Thanks Blazer, It's interesting just to read through various things of Renegade. I bet some of this stuff could help people be a better player too. I know it took me a little while to figure out that the chain gun is not better than the autorifle in a lot of instances. I used to always buy it and now I save my money.

Subject: My gathering of Renegades Vehicle & Weapon Stats.
Posted by [FreakerVH](#) on Sun, 09 Mar 2003 17:40:45 GMT
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W00T!
That's nice, thanks Blazer

Subject: Re: My gathering of Renegades Vehicle & Weapon Stats.
Posted by [Halo38](#) on Sun, 09 Mar 2003 17:54:23 GMT
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Griever92BlazerEver wonder just how many points you get for destroying a stealth tank?
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Enjoy...

<http://poosay.com:5150/~blazer/RenStats.html>

Thanks for the info. Lol, PTs have health.

The Shield/Skin type is called blamo this = no damage (think thats right)

althought I had a bug in my Temple_DM (beta) where they could be destroyed. even though they had this property! (fixed now)

Nice work Blazer

Subject: My gathering of Renegades Vehicle & Weapon Stats.

Posted by [forsaken](#) on Sun, 09 Mar 2003 20:01:41 GMT

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That's pretty neat, I'm going to start to buy the tiberium autorifle from now on.

Subject: My gathering of Renegades Vehicle & Weapon Stats.

Posted by [Walrus](#) on Sun, 09 Mar 2003 20:26:24 GMT

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Very nice. Thankyou. Most of the info is very useful indeed.

Yossarian lives!

Subject: My gathering of Renegades Vehicle & Weapon Stats.

Posted by [Hellweed](#) on Sun, 09 Mar 2003 20:42:18 GMT

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Great Info!

Thx!

Subject: Re: My gathering of Renegades Vehicle & Weapon Stats.

Posted by [Sk8rRIMuk](#) on Sun, 09 Mar 2003 22:19:36 GMT

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"Griever922Thanks for the info. Lol, PTs have health.

It would be stupid if you could destroy them though as this would ruin teh entire for people especially if you could not use any PT...

You should be able to purchase a keycard to unlock the enemy PT's I think?

-Sk8rRIMuk

Subject: My gathering of Renegades Vehicle & Weapon Stats.

Posted by [\[sg\]theOne](#) on Sun, 09 Mar 2003 22:27:42 GMT

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Blazer, thanks a lot for compiling this info ! Can someone put the info on another server for me please (or email it to me see my sig) ? I keep getting page can't be displayed (maybe cause I'm @ work). I'd really appreciate it lma be here for the next 9hrs and would love to review the info !!

The One

Subject: My gathering of Renegades Vehicle & Weapon Stats.

Posted by [Crimson](#) on Sun, 09 Mar 2003 22:31:36 GMT

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The One

http://www.n00bstories.com/hosted_files/RenStats.html

Subject: My gathering of Renegades Vehicle & Weapon Stats.

Posted by [\[sg\]theOne](#) on Mon, 10 Mar 2003 01:02:23 GMT

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Thanks so much Crimson

Subject: My gathering of Renegades Vehicle & Weapon Stats.

Posted by [Sk8rRIMuk](#) on Mon, 10 Mar 2003 01:14:51 GMT

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[sgtheOne]Thanks so much Crimson

Yes thank you Crimson I got page cannot be displayed a few times aswell?.

-Sk8rRIMuk

Subject: My gathering of Renegades Vehicle & Weapon Stats.

Posted by [\[sg\]theOne](#) on Mon, 10 Mar 2003 01:43:37 GMT

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AutoRifle Damage = 7

Velocity = 350

Pistol Damage = 10

Velocity = 400

Is this $\wedge(\text{velocity} + 3\text{more damage})\wedge$ why my pistola does lots more 'head shot' damage ? Three more damage really isn't much and doesnt 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 Riffle)

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

Subject: My gathering of Renegades Vehicle & Weapon Stats.

Posted by [Krazyfoxx](#) on Mon, 10 Mar 2003 02:34:17 GMT

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Thanks Blazer, this answers alot of questions

Subject: My gathering of Renegades Vehicle & Weapon Stats.

Posted by [Alpha](#) on Mon, 10 Mar 2003 02:53:00 GMT

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How the hell did you gather all that

Subject: My gathering of Renegades Vehicle & Weapon Stats.

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

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[sgthe0ne]AutoRifle Damage = 7
Velocity = 350

Pistol Damage = 10
Velocity = 400

Is this $\wedge(\text{velocity} + 3\text{more damage})\wedge$ why my pistola does lots more 'head shot' damage ? Three more damage really isn't much and doesnt 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 Riffle)

I'll edit this msg for other observations. Anyone else notice nething 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.

Subject: My gathering of Renegades Vehicle & Weapon Stats.
Posted by [Blazer](#) on Mon, 10 Mar 2003 16:06:37 GMT
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AlphaHow the hell did you gather all that

I used LevelEdit, and viewed all the weapon and ammo properties. I had notepad open and would type in the values I saw. It was not a fun process and involved lots of ALT-TABing and scrolling for each entry.

Subject: My gathering of Renegades Vehicle & Weapon Stats.
Posted by [Blazer](#) on Mon, 10 Mar 2003 16:26:46 GMT
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Interesting things I noted from the info:

The sniper rifle fires faster then the Ramjet, but has a longer reload time.
The weapons than can kill more than one person in a row (go through one body and hit another are: ChemSprayer(3), Flamethrower(2), PIC(10), Railgun(10), SniperRifle(2)
The Orca and Apache are NOT EQUAL! The Apaches rockets have more velocity, and the Orcas

rockets have more turnrate.

The most damaging shell is not surprisingly the mobart. Surprisingly the medium tanks shell does more damage than a Mammoth (however the mammoth can fire faster).

The pickup/sedan have a skintype of FLESH. Theoretically it would be possible to use a weapon with a nonzero softpierce (ramjet etc), and destroy a sedan AND kill the driver in one shot, provided you knew where inside the vehicle the driver is.

I never realized turrets were worth 250 points for destroying! You dont get many points for simply damaging them though.

[/list:u]

I will add more info soon...I am interested in other stats like all the vehicles max speeds, and things like what the damage multipliers are for different materials, for example obviously laser-based weapons do more damage to tanks than bullet weapons etc.

Subject: My gathering of Renegades Vehicle & Weapon Stats.

Posted by [Vegito](#) on Mon, 10 Mar 2003 16:33:59 GMT

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I dunno so far Ive known all this...

Except for the apache bit that was new.

Subject: My gathering of Renegades Vehicle & Weapon Stats.

Posted by [Blazer](#) on Mon, 10 Mar 2003 16:48:23 GMT

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Vegitol dunno so far Ive known all this....

Except for the apache bit that was new.

So you knew the rate of fire of every weapon, and how many bodies the PIC could shoot through?

That's well and good, but this post is for people who are interested in the info (as my first post says). I never said it was earthshaking news or intended to insult your intelligence

Subject: My gathering of Renegades Vehicle & Weapon Stats.

Posted by [Sk8rRIMuk](#) on Mon, 10 Mar 2003 16:59:37 GMT

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CrimsonPIC(10), Railgun(10),

By that you mean a PIC and rail gun can kill 10 people in a row is so that is so kool I am gonna out with a Railgun & AI now to test it out .

-Sk8rRIMuk

Subject: My gathering of Renegades Vehicle & Weapon Stats.

Posted by [Deathgod](#) on Mon, 10 Mar 2003 17:08:18 GMT

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I went through a long time ago with the help of Javafx and taskbot7 and got damage numbers for all weapons (per clip) to vehicle armor types, I can post that up here if anyone is interested in it.

Subject: My gathering of Renegades Vehicle & Weapon Stats.

Posted by [Vegito](#) on Mon, 10 Mar 2003 17:14:02 GMT

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Quote:So you knew the rate of fire of every weapon, and how many bodies the PIC could shoot through? That's well and good, but this post is for people who are interested in the info (as my first post says). I never said it was earthshaking news or intended to insult your intelligence

Did I say it was? Or that you claimed it was?

No.

And its not very hard to tell that the sniper rifle fire faster than the ramjet. All you have to do is play the game a few times and youll notice. Same for the PIC.

And insult my intelligence? :rolleyes:

Subject: My gathering of Renegades Vehicle & Weapon Stats.

Posted by [Blazer](#) on Mon, 10 Mar 2003 20:11:03 GMT

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DeathgodI went through a long time ago with the help of Javafx and taskbot7 and got damage numbers for all weapons (per clip) to vehicle armor types, I can post that up here if anyone is interested in it.

Please do, and tell me where in Leveledit to find it...unless its in armor.ini and I just havnt't looked there yet

Subject: My gathering of Renegades Vehicle & Weapon Stats.

Posted by [Gizbotvas](#) on Mon, 10 Mar 2003 23:41:32 GMT

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Blazer, interesting.

If you are going to invest yourself in a project like this, it probably helps to have a girlfriend that doesn't think its a waste of time.

Subject: My gathering of Renegades Vehicle & Weapon Stats.

Posted by [Deathgod](#) on Tue, 11 Mar 2003 03:44:30 GMT

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BlazerDeathgodI went through a long time ago with the help of Javafx and taskbot7 and got damage numbers for all weapons (per clip) to vehicle armor types, I can post that up here if anyone is interested in it.

Please do, and tell me where in Leveledit to find it...unless its in armor.ini and I just havnt't looked there yet

Oh, I didn't do anything fancy with leveledit, I just shot at tanks when they brought them over and recorded how much damage it did. I'll find my notes and post it in here.

Subject: My gathering of Renegades Vehicle & Weapon Stats.

Posted by [Crimson](#) on Tue, 11 Mar 2003 04:26:25 GMT

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GizbotvasBlazer, interesting.

If you are going to invest yourself in a project like this, it probably helps to have a girlfriend that doesn't think its a waste of time.

Good thing he does.

Subject: My gathering of Renegades Vehicle & Weapon Stats.

Posted by [Deathgod](#) on Tue, 11 Mar 2003 05:13:57 GMT

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Here's the info for GDI's infantry vs Nod vehicles, I'll put the rest up tomorrow.

<http://www.fudonline.com/reninfo.xls>

Subject: My gathering of Renegades Vehicle & Weapon Stats.

Posted by [Carl](#) on Tue, 11 Mar 2003 05:24:30 GMT

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total radness

Subject: My gathering of Renegades Vehicle & Weapon Stats.

Posted by [Founder of YASA](#) on Tue, 11 Mar 2003 05:54:56 GMT

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Interesting the AGT bullets travels at light speed in the game.
When you do a free fall in secret base from the radar dish you getr killed by AGT not Obelisk The Obelisk will manage to miss under free fall.
flame tank's flame will be attracted to the target.
Artillery shell have slightly less explosion radius than a 25MT TNT Nuke.
Obelisk Laser suppose to hurt more than Nuke

Subject: My gathering of Renegades Vehicle & Weapon Stats.
Posted by [\[sg\]theOne](#) on Tue, 11 Mar 2003 06:23:46 GMT
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TiberiumAutorifle (TiberiumBullet)
Damage : 8
Effective Range : 15
Velocity : 100
Rate of Fire : 5

TibFlechetteGun (TiberiumShrapnel)
Damage : 10
Effective Range : 10
Velocity : 250
Rate of Fire : 10

pretty interesting.
So if you learn to use the tib rifle well you can :
Get more kills (longer effective range = more damage sooner in the engagement)
Save on ammo (less trips back for refills)
Save \$\$

Subject: My gathering of Renegades Vehicle & Weapon Stats.
Posted by [Deathgod](#) on Tue, 11 Mar 2003 06:39:22 GMT
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Not really, because the TibRifle only has 250 ammo compared to the 500 with the Flechette Gun.

More random data: How much damage do infantry do to buildings, both outside and at the MCT?
Well, I have just compiled rough estimates with the help of a clanmate (ViperFUD) as a percentage of the building's health.

All infantry with bullets were not measured as they do so little damage as to be negligible. All values are for one clip of ammo, except for PIC Sydney and Raveshaw who fired 5 shots for the sake of a comparative measurement.

GDI: (@MCT/@Outside)

Grenadier: 11%/13%
TibRifle Sydney: 9%/4.5%
Gunner: 9%/10%
Patch: 10%/9%
PIC Sydney (5 shots of PIC): 20%/10%
Mobius: 20%/10%

Nod: (@MCT/@Outside)
Flamethrower: 10%/5%
Rocket Officer: 9%/10%
Chemwarrior: 22%/11%
Laser Chain Gunner: 12%/8%
Stealth Black Hand: 15%/11%
Raveshaw: 15%/10%
Mendoza: 20%/10%

As you can see, any weapon with rocket warheads (i.e. rocket officers, Gunner, and grenadiers) actually does more damage on the building itself rather than the MCT. Raveshaw does less than Sydney does at the MCT (it's not just points, it's actual damage too). Tiberium weapons don't do double damage at the MCT except for the Chemwarrior because he's a fucking hardass and Sydney because they felt sorry that she sucks in comparison.

SBHs do more damage than LCGs, both to buildings (as shown above) and vehicles (SBH does 400 per clip, while LCG only does 320 but fires much faster).

Hope everyone finds this interesting, I know I did.

Subject: My gathering of Renegades Vehicle & Weapon Stats.
Posted by [\[sg\]theOne](#) on Tue, 11 Mar 2003 06:42:23 GMT
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DeathgodNot really, because the TibRifle only has 250 ammo compared to the 500 with the Flechette Gun.

But the TibRifle has a 1/3 farther range and 1/2 the rate of fire.
So with the Flechette gun you pick them up @ a similar distance and start blasting away with decreased effectiveness AND a higher rate of fire. Otherwise known as wasting more bullets & possibly doing less damage.

Subject: My gathering of Renegades Vehicle & Weapon Stats.
Posted by [Deathgod](#) on Tue, 11 Mar 2003 06:50:45 GMT
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Maybe you like to miss with your flechettes, but I don't. I stand by my argument that the flechette gun is far cooler than the rifle.

Look at the data. Patch does more to buildings, almost as much to vehicles, and due to his rate of fire and clip size is easier to fight infantry with as well. Sydney's bullets are so easy to dodge at long range that any benefit she gains by having more range is negated.

Subject: My gathering of Renegades Vehicle & Weapon Stats.

Posted by [\[sg\]theOne](#) on Tue, 11 Mar 2003 07:03:02 GMT

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Look at the data. Patch does more to buildings, almost as much to vehicles, and due to his rate of fire and clip size is easier to fight infantry with as well. Sydney's bullets are so easy to dodge at long range that any benefit she gains by having more range is negated.

Buildings ? Vehicles ? Perhaps buggies, maybe apc's if your bored. I'm talking about infi vs infi. Yes I try to miss w/the flechettes...cause it gives me points. You may think the flechette is cooler than the tib rifle but I think the data says the riffle is a better weapon for less \$.

Now within a few meters the flech. will own, rapid fire tib to the face = your dead. I'm saying when you engage the enemy from a distance (not just bump into them) the rifle seems to be better (according to my interpretation of the data). The bullets are easy to dodge if a noob is shooting, I find the delay to work to my advantage from time to time because they are dodging what hasn't arived yet and often find themselves in the wrong spot.

If anything the bigger clip helps balance the fact that you may of very well wasted the first 1/4 to 1/2 of the clip shooting them outside of your effective range ie, wasting bullets 50% faster than the rifle. Perhaps the fletch. owns if you burst fire but if you hold and spray you could find yourself in an unfriendly place.

ps. the fletch has a 25% higher spray angle than the rifle

Subject: My gathering of Renegades Vehicle & Weapon Stats.

Posted by [Deathgod](#) on Tue, 11 Mar 2003 07:24:54 GMT

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You're not reading this correctly, the flechette is more effective vs. infantry because it fires faster and does more damage. The range, as I said is negligible as those bullets are cake to dodge anywhere except close range. Sydney is very effective in tunnels but in open areas it's too easy to dodge around her shots. You should stop looking at the data here and actually go test it out in a game. Patch is a far better infantry killer. He is a man to be feared (cept for Chemwarriors, obviously).

Subject: My gathering of Renegades Vehicle & Weapon Stats.

Posted by [Uberfahr](#) on Tue, 11 Mar 2003 11:28:49 GMT

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How do you calculate the points you get for destroying a vehicle? Is it $\text{DamagePoints} * (\text{Health} + \text{ShieldStrength}) + \text{DeathPoints}$?

This cannot be true, as the value for a mammoth would be 795 points! How do you get that important information?

Another question: as DamagePoints and DeathPoints are not given for Infantry, how do you calculate the points you get for killing them?

Thanks a lot, Blazer. As you know I've tried to make an excel sheet, too. Just by testing, so its fun to compare the "theoretical" values with mine. What I didnt consider yet is the EffectivRange though.

Very interesting too: Did you know that killing a harvy with Flame Tank gives significantly more point than destroying it with any other tanks or infantry?

Uberfahr

Subject: My gathering of Renegades Vehicle & Weapon Stats.

Posted by [Blazer](#) on Tue, 11 Mar 2003 15:58:15 GMT

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UberfahrHow do you calculate the points you get for destroying a vehicle? Is it $\text{DamagePoints} * (\text{Health} + \text{ShieldStrength}) + \text{DeathPoints}$?

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Very interesting too: Did you know that killing a harvy with Flame Tank gives significantly more point than destroying it with any other tanks or infantry?

Uberfahr

I'm not sure...I know that just the destruction of a building gives you 250 points, but with the combined damage of your C4 you get over 700. I will poke around more and see what I can find out.

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

Subject: My gathering of Renegades Vehicle & Weapon Stats.

Posted by [Blazer](#) on Tue, 11 Mar 2003 16:09:02 GMT

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CrimsonGizbotvasBlazer, interesting.

If you are going to invest yourself in a project like this, it probably helps to have a girlfriend that doesn't think its a waste of time.

Good thing he does.

:inlove:

Subject: My gathering of Renegades Vehicle & Weapon Stats.

Posted by [Deathgod](#) on Tue, 11 Mar 2003 17:33:24 GMT

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<http://www.fudonline.com/reninfo.htm>

For those of you without Excel, here's a HTML copy of the list I made.

Subject: My gathering of Renegades Vehicle & Weapon Stats.

Posted by [Javaxcx](#) on Tue, 11 Mar 2003 17:45:11 GMT

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Deathgodwww.fudonline.com/reninfo.htm

For those of you without Excel, here's a HTML copy of the list I made.

Such a good person. You people should be bowing in awe.
