
Subject: Points

Posted by [Ansley182](#) on Wed, 26 Nov 2003 18:47:25 GMT

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Is there a listing anywhere of all of the various points for killing opponents, destroying various vehicles, buildings, etc? I've yet to come across a listing of this info. Also, on a somewhat similar note, is there any info on weapons and vehicles as far as the armor values and damage inflicted with the various weapons and mines?

Subject: Points

Posted by [bigjoe14](#) on Wed, 26 Nov 2003 20:34:41 GMT

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http://www.renevo.com/wol_ladder/

That should answer your first question. I'm not sure on the second one.

Subject: Points

Posted by [gibberish](#) on Thu, 27 Nov 2003 00:10:34 GMT

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Download the modding tools.

You can then look at the damage values for all the vehicles (and weapons I think).

Subject: Points

Posted by [npsmith82](#) on Thu, 27 Nov 2003 09:46:23 GMT

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bigjoe14http://www.renevo.com/wol_ladder/

That should answer your first question. I'm not sure on the second one. That's not what he meant... he wants to know how many points you get for each 'mobius' kill etc...

I think blazer made a list of all the armor/health/points a long while ago, i may be wrong. It was the thing that proved mobius and sydney's could see stealths at further distances than every other character.

blazer enters

Subject: Points

Posted by [flyingfox](#) on Thu, 27 Nov 2003 10:24:00 GMT

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You sure?

I actually thought the Officers on both sides could see better than any other character. Or at least at the same range as Mobies and Sydney. Then again they both probably have all this "stealth detect" stuff on their Proto suits.

In fact, they do. Remember in the missions, the part where Sydney & Havoc set out to get Mobius, and they get surrounded by Stealth soldiers & Stealth Tanks? She detected em' on her radar thing as they closed in.

Subject: Points

Posted by [Blazer](#) on Thu, 27 Nov 2003 11:52:27 GMT

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

Interesting things I noted from the info:

[list]

[*]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]

By the way, this is a replay from a really old post (the date isnt right because it was imported from the old forums), <http://www.renforums.com/viewtopic.php?t=389>

Subject: Points

Posted by [flyingfox](#) on Thu, 27 Nov 2003 12:16:38 GMT

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Railguns can kill 10 people in a line?

Now that's something we all *have* to see.

Subject: Points

Posted by [Jaspah](#) on Thu, 27 Nov 2003 14:51:54 GMT

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Yeah...

Subject: Points

Posted by [Sk8rRIMuk](#) on Thu, 27 Nov 2003 18:47:33 GMT

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drkhazeRailguns can kill 10 people in a line?

Now that's something we all *have* to see.

I have seen it kill four (was only four people), maybe if you got a few friends to stand in a line you could test it and send a screenie

I wanna see this aswell.

Subject: Points

Posted by [Cpo64](#) on Thu, 27 Nov 2003 19:19:12 GMT

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Or maybe just use some inate dissabled bots? cheating? I guess... oh well

Subject: Points

Posted by [Renx](#) on Fri, 28 Nov 2003 03:30:35 GMT

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Blazer

[*]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)

I have killed 4 people with 1 ramjet shot before.....

It was an engi rush, i took one shot, then got a rather satisfyingly loud boink

Subject: Points

Posted by [Aircraftkiller](#) on Fri, 28 Nov 2003 04:54:20 GMT

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No soldiers see further than any other soldier does. Stealth viewing distance is locked to 15 meters in multiplayer, for stealth soldiers. Stealthed vehicles are viewable at 50 meters.

Subject: Points

Posted by [amid_tha_rubble](#) on Sat, 29 Nov 2003 18:17:15 GMT

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what i can't stand is when other people come by and destroy a bldg. you spent the last three minutes damaging and they get the points...sigh...

that is a good question though.....

Subject: Points

Posted by [NHJ BV](#) on Sat, 29 Nov 2003 18:49:24 GMT

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I once shot two mutated Raveshaw's both through their head with one shot from my trusty sniper rifle, and I was still on 56K back then and I had a shoddy FPS at that moment

Talk about luck...

Subject: Points

Posted by [DragonFg](#) on Mon, 01 Dec 2003 17:58:17 GMT

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If your talking about the damage values for stuff you need only to play the game to learn them. There are only 3 armour types that I know of: infantry, light vehicle, and heavy vehicle (excluding buildings)

If you're talking about how many points do you get for killing something I only know two: 3pts for killing a basic infantry and 99pts for sniping a 1000 credit infantry in the head

Subject: Points

Posted by [Cpo64](#) on Tue, 02 Dec 2003 06:34:29 GMT

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There are alot more then that,
