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Subject: Mining the Barracks

Posted by [Deathgod](#) on Wed, 30 Mar 2005 00:35:02 GMT

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JzinskyHang on, I remember now. The argument was that I got killed with a single pistol round, I tried a pistol headshot myself and it took 80 off my shield. You were saying on the fud site that it did 5 or something.

Still doesn't matter anymore really though..

Pistol headshots do 50, as do most of the rapid fire rifle/pistol style weapons besides the basic rifles, as I explained before. Headshots from ramjet/sniper/PIC/railgun are death. Laser-based weapons and the flechette gun have burn damage afterwards causing more than 50, and flamers/chemwarriors do a lot of damage with a headshot providing their entire burst of 5 per 1 shot of ammo hits the head.

This is pretty cut and dry, there isn't really any arguing with the data from the game's settings unless you have HACLGade and you're using Final Ren or something.

It's all on the site, many people have gone over it with a fine-toothed comb and corrected the mistakes (including some of the people in this thread, thanks) and I would say at this point it is in its final version, at least for the character pages.

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