
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?
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>

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
