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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.

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