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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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Deathgod 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.

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 rifle 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

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