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Subject: Shots/time to take out a building.

Posted by [Anonymous](#) on Sat, 18 May 2002 13:10:00 GMT

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well here is a listing of the destruction time in rates. probably should of put this all in one post, but oh well. postcount++; quote: As promised here is the data i collected about infantry damage to buildings. Most of the infantry in the game will run out of ammo in exactly one minute if u hold down the fire button, but a few have slightly more time. Notably the grenadier (80s), PIC(90s), stealth black hand(100s), and probably the sniper as well (i didnt test this). I've converted all of the data into a damage/min rate and left out those i feel do minimal damage to buildings. So without further ado, the chart:

gunner/rocket	
soldier.....	6.5/min
grenadier.....	5.4375/min
PIC/Ravenshaw.....	4.0/min
mobius/mendoza	.....5/min
patch.....	3.9/min
chem warrier.....	4.25/min
BH heavy	assault.....
BH	3.9/min
stealth.....	3.0/min
flamerthrower.....	2.5/min
engineer.....	-6.0/min
tech/hotwire.....	-12.0/min
vehicles(extrapolated from earlier data)	medium
tank.....	10.9090/min
mrls.....	14.2857/min
mammoth	shells.....
15.3846/min	rockets.....
23.0769/min	light tank.....
9.2308/min	inflammable
tank.....	17.1429/min
stealth tank.....	17.1429/min
mobile artillery...	16.2162/min

Also most weapons seem to do double damage when shot at the mct. I hope this information helps u form new strategies and make intelligent decisions about how to take out buildings. As for me, im off to put some of my own strategies into action on the battlefield. l8r btw the numbers refer to how many health bars damaged per minute.

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