
Subject: More Damage Amounts

Posted by [Anonymous](#) on Sun, 14 Apr 2002 20:08:00 GMT

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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.....	3.9/min	BH 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	flame tank.....	17.1429/min	stealth tank.....	17.1429/min	mobile artillery... 16.2162/min
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Also most weapons seem to do double damage when shot at the mct. I hope this infomatoin 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
