
Subject: More Damage Amounts

Posted by [Anonymous](#) on Sat, 13 Apr 2002 23:03:00 GMT

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MyNamelsOGun's post This was a great post, more should read it Also, It takes about 70 shots from a GDI gunner to destroy a building. it took about 15 seconds to get off 12 shots. that means if u had two gunners, u could each shoot 36 rockets and destroy a building in about 45 seconds. This is a good tactic, it's worked for me Timed C4 does 40% of a building, remote C4 deals 20%. Harvesters have the same health as buildings. Surprisingly, eh? everyone give MyNamelsOgun some more stars for posting everything below-----I was doing some testing in multiplayer practice and found how out how long it takes for each vehicle to take out a structure single-handedly, no repair, and on continuous fire.

NOD-----	TIME-----	SHOTS
slight tank:-----	65 secs-----	44
mobile artillery:--	37 secs-----	25
flame tank:-----	35 secs-----	N/A
stealth tank:-----	35 secs-----	24
GDI medium tank:-----	55 secs-----	37
mrls:-----	42 secs-----	36 (6 salvos)
mammoth shells:----	39 secs-----	39
mammoth rockets:--	26 secs-----	28

Forgot to count the number of shots for each, so i might go back and do that later. Anyway, here are some interesting points:

1. mammoths are the best at taking out buildings with their rockets, which have a short range, so use the shells until u get up close enough. Unfortunately most people are too afraid to get their shiny new mammoth scratched, so u cant really mammoth rush on public server. Shame
2. Stealth tanks do just as much damage to buildings as flamers, but get killed twice as fast. Though with a squad of 4 stealths, it might be possible to sneak into their base (base defences must be down) undetected and suddenly fire on a building near the back.
3. for all intensive purposes it appears mobile artillery is better than mrls. The ma has a fully rotatable turret, deals damage faster, easier to aim (at least in my opinion) and i believe the shell is faster too. Though i guess the multiple rockets could be useful at certain times, instead of just one shot.
4. Some people have posted ideas about light tank rushes on agt and med tank rushes on onlisk, but apparently they wouldn't be as effective as a flame rush. Even though the light tanks get to fire before the flamers do, i think the flamers would still kill faster in the end. Medium tanks might work ok, but obviously not as good as a flame rush. You might also want to try a mammoth rush if u can afford it and have some teammates with actual cajones.
