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Subject: Re: G00D STRATEGY!

Posted by [mision08](#) on Tue, 11 Oct 2005 23:35:37 GMT

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maybe, theoretically it only takes 5 remotes. The formula I think would be 2 remotes = 1 timed. 2 timed + 1 remote = destroyed building if no repairs are done. However, I have had this happen 20 times or more. I use 2 timed + 2 remote, 1 to many in theory, and it leaves the building repairable. A bunch of bullshit I tell you. Also, I do prefer the c4 destruction over a nuke. It's cheaper, more fun, gets more players involved in your rushing scheme, and it's a moral boost.

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