

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [FrAM](#) on Sun, 27 May 2007 14:28:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

puddle\_splasher wrote on Sun, 27 May 2007 14:03Oh so a building is now 750 and not 500 that you said above?

So a Tech/Hotty only carries C4 worth  $200+200+100+100=600$  and still cannot destroy a building according to your revised formulae. Where I play a Hotty/Tech destroys the building with all their C4.

Below is my original statement stating that only a Hotty/Tech can destroy the building or did some of you misinterpret that also?

This was supposed to demonstrate what is being done NOW as opposed to what WAS being done. Perhaps one word was missed out "NOW" after opposite way around. Would that have clarified it any better?

MaidenTy1 wrote on Wed, 23 May 2007 07:33

When the game was new, you could kill a full-health building with 1 timed and 2 remotes if you detonated them at precisely the same time. They patched that. Or so I'm told.

Opposite way around!! 2 timed and 1 remote. Only a hotty/tech can achieve this single handed. The basic engineer does not have the necessary damage potential in his mines the 350s do.

universally throughout the game it takes 500 damage to kill a building, the only time the other c4 is useful is when a engi starts repairing, at which point u may get a few more points.

---