
Subject: Re: kill building with 2 remotes and timed...
Posted by [MexPirate](#) on Sun, 27 May 2007 21:19:47 GMT
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cheekay77 wrote on Sun, 27 May 2007 16:10MexPirate wrote on Sun, 27 May 2007 17:06you missed the point cheek, any character can kill a building - as long as it isn't on full health when you get there.

And for the record, a pistol does zero damage to a building.

Your points still go up, I just tried it in multiplayer practise.

its like 1 point every clip, but it goes up.

and, I knew what he was saying, but you and gamemodding were debating over if the building was at full, so i assumed you meant it that way, and replied assuming that you meant it that way

of course, your post made perfect sense, he (and indeed I) was just being padantic.
