
Subject: Re: heres an idea...

Posted by [havoc9826](#) on Sun, 17 Jun 2007 20:35:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

You did your math slightly wrong. Buildings take half damage from C4 compared to everything else. Here's a video:

http://www.black-cell.net/~pub/havoc9826/20_remotes_outside.wmv
