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Subject: Re: heres an idea...

Posted by [JasonKnight](#) on Tue, 19 Jun 2007 23:46:19 GMT

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puddle\_splasher wrote on Tue, 19 June 2007 04:56Tunaman wrote on Mon, 18 June 2007 04:25  
It takes 5 remotes on the mct to kill a building.

Read the topic.

This topic is related only to the outside of the building. Fran reckoned it took 20. The majority of us disagreed. How many it really takes is now obviously >20. What does it matter how many it takes 40, 50 whatever?

What is more sad, is that some players will go try it out on the single server. Whereas it will NEVER realistically happen in a 50 player public server nor will it happen I imagine in a clan war either.

I was playing ing a 4v4 game on Snow. i was on NOD, i had some oe guarding the tunnels so I could keep running up and dropping C4 on the WF, mine limit is 75, and the other 2 were guarding the cave under the map.

I got 35 or so mines on it, told my team to rush the base, and let them kill the building so far and BOOM, 35 mine on the outside made that thing die, mind you they had it 2/5's of the way dead... yep, thats how we won that map

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