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Subject: kill building with 2 remotes and timed...  
Posted by [FrAM](#) on Thu, 17 May 2007 16:44:58 GMT  
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myth or legend

ive heard about this a lot... loads of people say it is possible.  
apparently if u detonate timed and 2 remotes at exact same time it can kill a full health building... i think this is rubbish.  
Ive tried several times and it just dont work.  
Tell me im right please.

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Subject: Re: kill building with 2 remotes and timed...  
Posted by [PlastoJoe](#) on Thu, 17 May 2007 17:00:09 GMT  
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2 timed and 2 remotes I think.

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Subject: Re: kill building with 2 remotes and timed...  
Posted by [Scrcorer](#) on Thu, 17 May 2007 18:36:02 GMT  
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2 timed one remote. just detonating things at the same time do not do 200 extra damage..

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Subject: Re: kill building with 2 remotes and timed...  
Posted by [sadukar09](#) on Thu, 17 May 2007 19:31:03 GMT  
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it works when ur a sbh ive killed a pp with a sbh,remotes and timed and my trusty laser rifle and no1 on gdi helped

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Subject: Re: kill building with 2 remotes and timed...  
Posted by [FrAM](#) on Thu, 17 May 2007 19:47:49 GMT  
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yeah...  
1 timed = 2 remotes...  
so this is definately a myth rather than legend... maybe some hacker said it to cover up pt hac, who knows.

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Subject: Re: kill building with 2 remotes and timed...  
Posted by [puddle\\_splasher](#) on Thu, 17 May 2007 20:35:37 GMT  
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FrAM wrote on Thu, 17 May 2007 20:47yeah...  
1 timed = 2 remotes...

Imagine all the noobs trying to blow up buildings when they see that formula. "Ah! I can now blow up a building with 2 timed C4", says the noobie, "After-all, 2 timed must now equal 4 remotes"

I cannot wait to see the comments on chat.

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Subject: Re: kill building with 2 remotes and timed...  
Posted by [Tunaman](#) on Thu, 17 May 2007 21:00:58 GMT  
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puddle\_splasher wrote on Thu, 17 May 2007 16:35FrAM wrote on Thu, 17 May 2007 20:47yeah...  
1 timed = 2 remotes...

Imagine all the noobs trying to blow up buildings when they see that formula. "Ah! I can now blow up a building with 2 timed C4", says the noobie, "After-all, 2 timed must now equal 4 remotes"

I cannot wait to see the comments on chat.

He's right. \ It also takes 5 remotes to kill a building.. Dunno where you're getting that it takes 4, lol.

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Subject: Re: kill building with 2 remotes and timed...  
Posted by [FrAM](#) on Thu, 17 May 2007 22:48:47 GMT  
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what are you on about... i never said it takes 2 timed to kill a building... it takes 2 timed and a remote or 5 remotes or a timed and 3 remotes...

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Subject: Re: kill building with 2 remotes and timed...  
Posted by [Sccrscorer](#) on Thu, 17 May 2007 23:03:35 GMT  
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all it takes is an epic chem sprayer rush tbh

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Subject: Re: kill building with 2 remotes and timed...  
Posted by [sadukar09](#) on Fri, 18 May 2007 00:05:59 GMT  
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or a single remote from weap spawn and the double remotes from engy

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Subject: Re: kill building with 2 remotes and timed...  
Posted by [nopol10](#) on Fri, 18 May 2007 08:13:56 GMT  
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Lol, I love it when engies try to run to repair the building only to be killed and then allow me to use their C4s. Its best to keep em coming (those engies I mean).

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Subject: Re: kill building with 2 remotes and timed...  
Posted by [puddle\\_splasher](#) on Fri, 18 May 2007 08:16:52 GMT  
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nopol10 wrote on Fri, 18 May 2007 10:13Lol, I love it when engies try to run to repair the building only to be killed and then allow me to use their C4s. Its best to keep em coming (those engies I mean).

That is why the rush should include an infantry soldier or a Shotty. Dropped C4 from the dead Engy is a Godsend.

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Subject: Re: kill building with 2 remotes and timed...  
Posted by [sadukar09](#) on Fri, 18 May 2007 19:32:35 GMT  
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puddle\_splasher wrote on Fri, 18 May 2007 03:16nopol10 wrote on Fri, 18 May 2007 10:13Lol, I love it when engies try to run to repair the building only to be killed and then allow me to use their C4s. Its best to keep em coming (those engies I mean).

That is why the rush should include an infantry soldier or a Shotty. Dropped C4 from the dead Engy is a Godsend.

yea espically fun when u harvy walk in and some random engy comes in and rep the building u damaged only 2 get killed and caused the building 2 die

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [FrAM](#) on Sat, 19 May 2007 01:07:07 GMT

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that only happens against noobs or u get really lucky, other day guy came in to use pt of ref and got shot in head straight away... good times good times indeed.

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Subject: Re: kill building with 2 remotes and timed...  
Posted by [sadukar09](#) on Sat, 19 May 2007 01:53:02 GMT  
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if u kill some1 then they change char they still lose their money but they dont drop their weapon

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Subject: Re: kill building with 2 remotes and timed...  
Posted by [FrAM](#) on Sat, 19 May 2007 10:29:46 GMT  
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he refilled... theerfore still engi.

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Subject: Re: kill building with 2 remotes and timed...  
Posted by [sadukar09](#) on Sat, 19 May 2007 11:31:38 GMT  
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yea but refill with a engy in base is more acceptable than a sniper or other infantry (unless bar is down and they got advanced inf)

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Subject: Re: kill building with 2 remotes and timed...  
Posted by [puddle\\_splasher](#) on Sun, 20 May 2007 07:45:14 GMT  
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EKT-Sadukar wrote on Sat, 19 May 2007 06:31yea but refill with a engy in base is more acceptable than a sniper or other infantry (unless bar is down and they got advanced inf)

Refill is acceptable anytime. Why waste a 1000 point character against a 0 point character especially if you can refill?

Unless, what you mean is replacing any character with a basic engineer for the purpose of defending and repairing a building that is in the red?

At that point it depends on which building and the state of the game.

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Subject: Re: kill building with 2 remotes and timed...  
Posted by [sadukar09](#) on Sun, 20 May 2007 11:11:31 GMT  
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it really depends on the server...

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Subject: Re: kill building with 2 remotes and timed...  
Posted by [puddle\\_splasher](#) on Wed, 23 May 2007 08:08:06 GMT  
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EKT-Sadukar wrote on Sun, 20 May 2007 06:11it really depends on the server...

Forget Sniper servers.

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [Spoony](#) on Wed, 23 May 2007 12:33:34 GMT  
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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.

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [sadukar09](#) on Wed, 23 May 2007 15:39:45 GMT  
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sometimes if u get butterfinger crates and ur default weap change 2 timed, check ur weap inventory...it shows u got 2 TIMED C4s!!! 2 timeds!!! if ur a sbh n have a remote n none base def...bye bye building

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [FrAM](#) on Wed, 23 May 2007 16:43:30 GMT  
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maiden = volt of knowledge

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [AoBfrost](#) on Wed, 23 May 2007 17:23:40 GMT  
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I have killed a building with 1 timer and every sbh ammo shot and 1 pistol clip, took about 2-3

---

minutes, but it works lol.

---

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Subject: Re: kill building with 2 remotes and timed...  
Posted by [puddle\\_splasher](#) on Thu, 24 May 2007 07:56:31 GMT  
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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.

---

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Subject: Re: kill building with 2 remotes and timed...  
Posted by [Sniper\\_De7](#) on Thu, 24 May 2007 11:13:49 GMT  
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stupid

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Subject: Re: kill building with 2 remotes and timed...  
Posted by [FrAM](#) on Thu, 24 May 2007 12:14:45 GMT  
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puddle\_splasher wrote on Thu, 24 May 2007 10:56 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.

em you can still kill building with 2 timed and one remote...

---

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [Spoony](#) on Thu, 24 May 2007 15:07:28 GMT  
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puddle\_splasher wrote on Thu, 24 May 2007 02:56 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.

Read my post again. Pay specific attention to the following words:

"When the game was new"

"you could" 'could' meaning 'were able to, but are not necessarily still able to'

"They patched that"

---

---

Subject: Re: kill building with 2 remotes and timed...

Posted by [Poptart](#) on Thu, 24 May 2007 15:19:14 GMT

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So to summerize all this (just to make sure I got this)

A engi, which houses 2 remotes and 1 timed, can't destroy a building alone (which should be obvious O.o )

A hot/tech which houses 2 of each (along with 6 mines, but that dont make a difference) can, using only 3 of the explosives? (thats what I'm confused at... I just dump all 4 and run like hell with handgun.

so, the tactic at hand is this, 2 engis can destroy a building, 1 hot/tech can destroy building, 4 of any of the 2 can destroy a building with ease. correct me if im wrong

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Subject: Re: kill building with 2 remotes and timed...

Posted by [Sniper\\_De7](#) on Thu, 24 May 2007 15:23:55 GMT

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There are 10 bars in a building, remotes does 2 bars and timed c4s do 4 bars.

---

---

Subject: Re: kill building with 2 remotes and timed...

Posted by [sadukar09](#) on Thu, 24 May 2007 15:59:07 GMT

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i think prox might take out 1 bar if its on the mct

---

---

Subject: Re: kill building with 2 remotes and timed...

Posted by [FrAM](#) on Thu, 24 May 2007 17:00:50 GMT

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you can kill with 1 remote and 2 timed but often an engi will repair a bar so just to be safe you dump all c4.

---

Also to maiden's post, do you mean, with patch thing core patch 1 or something else?

---

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [sadukar09](#) on Thu, 24 May 2007 19:21:11 GMT  
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FrAM wrote on Thu, 24 May 2007 12:00you can kill with 1 remote and 2 timed but often an engi will repair a bar so just to be safe you dump all c4.

Also to maiden's post, do you mean, with patch thing core patch 1 or something else?

we can all see u dont get renegade...heard of game patches?

---

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [puddle\\_splasher](#) on Thu, 24 May 2007 19:46:40 GMT  
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---

MaidenTy1 wrote on Thu, 24 May 2007 11:07  
Read my post again. Pay specific attention to the following words:

"When the game was new"  
"you could" 'could' meaning 'were able to, but are not necessarily still able to'  
"They patched that"

Pay specific attention to the following words:

Who cares what you could do then, it's what matters now?

For what its worth, I always played on FM then MP server and you always needed a minimum of 2 timed and 1 remote. It is still the same today, patch or otherwise. Perhaps the server you played on was configured differently?

---

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [Tunaman](#) on Thu, 24 May 2007 21:02:26 GMT  
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---

I'm sorry about your disability. :[

---

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [FrAM](#) on Thu, 24 May 2007 21:45:32 GMT  
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you better watch yaself ekt-saduka or i may go troopr02 on ya ass.

---

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [sadukar09](#) on Thu, 24 May 2007 23:56:34 GMT  
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---

so its my fault u ask dumb questions?

---

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Subject: Re: kill building with 2 remotes and timed...  
Posted by [FrAM](#) on Fri, 25 May 2007 00:23:32 GMT  
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right thats it... 1v1?

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Subject: Re: kill building with 2 remotes and timed...  
Posted by [sadukar09](#) on Fri, 25 May 2007 15:57:13 GMT  
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if u want 2 get pwnd fine by me

---

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Subject: Re: kill building with 2 remotes and timed...  
Posted by [Spoony](#) on Fri, 25 May 2007 19:07:59 GMT  
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---

puddle\_splasher wrote on Thu, 24 May 2007 14:46Pay specific attention to the following words:

Who cares what you could do then, it's what matters now?  
I was answering this question, if it wasn't obvious:  
"myth or legend

ive heard about this a lot... loads of people say it is possible.  
apparently if u detonate timed and 2 remotes at exact same time it can kill a full health building... i think this is rubbish.

Ive tried several times and it just dont work.  
Tell me im right please."

It is plain to me he's "heard" about the fact you used to be able to do that but can't anymore.

puddle\_splasher wrote on Thu, 24 May 2007 14:46For what its worth, I always played on FM then MP server and you always needed a minimum of 2 timed and 1 remote. It is still the same today, patch or otherwise. Perhaps the server you played on was configured differently?

no, it was true before Westwood patched it, which happened before I even got the game.

---

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Subject: Re: kill building with 2 remotes and timed...  
Posted by [sadukar09](#) on Fri, 25 May 2007 19:34:22 GMT  
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try installing a normal copy of renegade (non TFD)  
then dont patch the game and try doing that in practice or LAN

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [FrAM](#) on Sat, 26 May 2007 12:19:21 GMT  
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nah you would prob kick my ass, so waste of my time

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [sadukar09](#) on Sat, 26 May 2007 12:28:29 GMT  
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FrAM wrote on Sat, 26 May 2007 07:19nah you would prob kick my ass, so waste of my time  
so ur dodging?

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [jnz](#) on Sat, 26 May 2007 12:49:18 GMT  
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No, hes refusing.

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [sadukar09](#) on Sat, 26 May 2007 14:34:04 GMT  
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better than dodging (not flaming just saying )

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [MexPirate](#) on Sat, 26 May 2007 14:34:09 GMT  
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Puddle, why do you post in threads like this when you have no fucking clue what you are talking  
about, then try and make out like it's everyone elses fault that you have downs?

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [sadukar09](#) on Sat, 26 May 2007 16:22:26 GMT  
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MexPirate wrote on Sat, 26 May 2007 09:34Puddle, why do you post in threads like this when you have no fucking clue what you are talking about, then try and make out like it's everyone elses fault that you have downs?

well i guess hes never played on a HUGE server...

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [puddle\\_splasher](#) on Sat, 26 May 2007 19:15:43 GMT  
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---

EKT-Sadukar wrote on Fri, 25 May 2007 14:34try installing a normal copy of renegade (non TFD) then dont patch the game and try doing that in practice or LAN

It has never worked on-line!

As for LAN

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [MexPirate](#) on Sat, 26 May 2007 19:23:45 GMT  
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Pay specific attention to the following words:

Yes, it used to work a long time ago - I believe that was the original reason for creating the timed c4 beep.

quit talking from your ass

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [puddle\\_splasher](#) on Sat, 26 May 2007 19:27:12 GMT  
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MexPirate wrote on Sat, 26 May 2007 09:34Puddle, why do you post in threads like this when you have no fucking clue what you are talking about, then try and make out like it's everyone elses fault that you have downs?

According to you, if anyone replies and it does not suit you then they are all dumb and have no fucking clue. BUT if they agree with you then they are Gods gift to Mex.

Now what I do know is that it takes 2 timed and one remote to blow a building. That cannot be achieved with the C4 that a basic enginer has, So what the fuck is your problem?

With regards to "it's everyone elses fault that you have downs?" Please explain because I have not got the fucking faintest idea of what you mean. "Downs"? as in Downs Syndrome? be careful that you do not offend any other member in here that may have family suffering from an illness that you wantonly throw in peoples faces.

generally speaking, it is people of limited intelligence that resort to such name calling. Normally they are called children, which I understand, is you!! Do us all a favour and mature beyond your acting age and grow up!! Yes it is not too hard.

However the mighty Mex, tell us in your wisdom what can, from your personal experience only, destroy a building, utilising only (1) a basic engineer followed by (2) a hotty/tech. No pick ups allowed, only what they have.

Or are you going to reiterate what everyone agrees on?

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [MexPirate](#) on Sat, 26 May 2007 19:35:27 GMT  
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renegadezone.com wroteBlazers C4 Countdown Timer

For those who dont know, the main reason this countdown is useful is because if you put 2 remote and 1 timed c4 on an MCT (which is what a normal engineer carries), and detonate the remote C4 AT THE SAME TIME as the timed C4 explodes, it will destroy the

Author: Blazer

Filename: c4countdowntimer.zip (200 KB)

Updated: 12 October 2002 - 21:10

You are wrong, but yet you refuse to believe it and then act like Spooky is the idiot for asking the question that was originally asked, you obviously have some sort of mental disability, you make statements as if you know what you are talking about but you obviously know very little about this game - you also seem to be incapable of reading a post and interpreting it correctly, instead you pick out a tiny part of it, twist the intended meaning and type a retarded reply.

I view building damage in points, remote does 100, timed does 200 - it takes 500 to take a building then you get a 250 bonus.

JUST TO CLARIFY AS YOU SEEM TO HAVE MISSED ALL THE OTHER POSTS STATING THIS, YOU CAN NO LONGER DESTROY A BUILDING WITH A TIMED + 2 REMOTES, YOU USED TO BE ABLE TO, BUT THIS HAS SINCE BEEN PATCHED

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Subject: Re: kill building with 2 remotes and timed...

Posted by [sadukar09](#) on Sat, 26 May 2007 20:18:14 GMT

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guess ppl just wont read huh...

---

Subject: Re: kill building with 2 remotes and timed...

Posted by [FrAM](#) on Sat, 26 May 2007 21:55:31 GMT

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EKT-Sadukar wrote on Sat, 26 May 2007 23:18MexPirate wrote on Sat, 26 May 2007 14:35puddle\_splasher wrote on Sat, 26 May 2007 14:27MexPirate wrote on Sat, 26 May 2007 09:34Puddle, why do you post in threads like this when you have no fucking clue what you are talking about, then try and make out like it's everyone elses fault that you have downs?

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Filename: c4countdowntimer.zip (200 KB)

Updated: 12 October 2002 - 21:10

You are wrong, but yet you refuse to believe it and then act like Spoony is the idiot for asking the question that was originally asked, you obviously have some sort of mental disability, you make statements as if you know what you are talking about but you obviously know very little about this game - you also seem to be incapable of reading a post and interpreting it correctly, instead you pick out a tiny part of it, twist the intended meaning and type a retarded reply.

I view building damage in points, remote does 100, timed does 200 - it takes 500 to take a building then you get a 250 bonus.

JUST TO CLARIFY AS YOU SEEM TO HAVE MISSED ALL THE OTHER POSTS STATING THIS, YOU CAN NO LONGER DESTROY A BUILDING WITH A TIMED + 2 REMOTES, YOU USED TO BE ABLE TO, BUT THIS HAS SINCE BEEN PATCHED

guess ppl just wont read huh...

thats one big quote...

---

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [sadukar09](#) on Sat, 26 May 2007 22:57:31 GMT  
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---

i know lol

still ppl SHOULD read b4 they post...

---

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [puddle\\_splasher](#) on Sun, 27 May 2007 10:45:38 GMT  
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---

MexPirate wrote on Sat, 26 May 2007 14:35

I view building damage in points, remote does 100, timed does 200 - it takes 500 to take a building then you get a 250 bonus.

JUST TO CLARIFY AS YOU SEEM TO HAVE MISSED ALL THE OTHER POSTS STATING THIS, YOU CAN NO LONGER DESTROY A BUILDING WITH A TIMED + 2 REMOTES, YOU USED TO BE ABLE TO, BUT THIS HAS SINCE BEEN PATCHED

OK let us try your theory! Timed + timed + remote = take a building.

Therefore..... 200 + 200 + 100 = 500 take a building

Now unless my calculation is wrong, using your figures, the building goes BOOM! and that is 2 timed and 1 remote.

Have a look back and you will see that what you have stated is identical to my statement.

Now, as you say in the second part "YOU CAN NO LONGER DESTROY A BUILDING WITH A TIMED + 2 REMOTES, YOU USED TO BE ABLE TO, BUT THIS HAS SINCE BEEN PATCHED".

Never once did I say you could blow up the building with a count of 400 or 1 timed and 2 remotes

---

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [sadukar09](#) on Sun, 27 May 2007 10:50:45 GMT  
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puddle\_splasher wrote on Sun, 27 May 2007 05:45MexPirate wrote on Sat, 26 May 2007 14:35



I view building damage in points, remote does 100, timed does 200 - it takes 500 to take a building then you get a 250 bonus.

JUST TO CLARIFY AS YOU SEEM TO HAVE MISSED ALL THE OTHER POSTS STATING THIS, YOU CAN NO LONGER DESTROY A BUILDING WITH A TIMED + 2 REMOTES, YOU USED TO BE ABLE TO, BUT THIS HAS SINCE BEEN PATCHED

OK let us try your theory! Timed + timed + remote = take a building.

Therefore..... 200 + 200 + 100 = 500 take a building

Now unless my calculation is wrong, using your figures, the building goes BOOM! and that is 2 timed and 1 remote.

Now, if as you say in the second part "YOU CAN NO LONGER DESTROY A BUILDING WITH A TIMED + 2 REMOTES, YOU USED TO BE ABLE TO, BUT THIS HAS SINCE BEEN PATCHED". Then your statement is also wrong, so it would appear that its not only me that has not got a fucking clue?

hows his statement wrong?

a building is worth 750 points minus 250 for the building destruction then its 500  
200+100+100 doesnt equal 500 does it?

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [puddle\\_splasher](#) on Sun, 27 May 2007 11:03:59 GMT  
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Oh 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.

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [puddle\\_splasher](#) on Sun, 27 May 2007 11:10:03 GMT  
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EKT-Sadukar wrote on Sun, 27 May 2007 05:50  
hows his statement wrong?  
a building is worth 750 points minus 250 for the building destruction then its 500  
200+100+100 doesnt equal 500 does it?

Where do you get the concept of 1 timed and 2 remotes from because thats what your calculation says?

400 cannot blow up a building as it still needs the extra 100 to add up to 500. Therefore it still has to be a minimum of 2 timed and 1 remote to equal 500.

Keep in mind that this topic is only on the minimum amount of mines needed to destroy a building.

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [MexPirate](#) on Sun, 27 May 2007 13:39:47 GMT  
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nothing to do with the calulation it is NO LONGER possible.

This thread was started asking the question can you blow a building with one timed and two remotes?

The answer is no - but the reason the question came about is because it used to be possible - it was a glitch if they all blew at the same time.

I thought it was a pretty simple concept to grasp really

---

Subject: Re: kill building with 2 remotes and timed...

Posted by [FrAM](#) on Sun, 27 May 2007 14:28:54 GMT

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---

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.

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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.

---

---

Subject: Re: kill building with 2 remotes and timed...

Posted by [sadukar09](#) on Sun, 27 May 2007 15:01:41 GMT

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---

a building is really worth 500 points...but u get 250 points for building DESTRUCTION READ god...and yes it does take at least 2 timed and 1 remote (maybe prox can kill buildings too but u have 2 get lucky)

---

---

Subject: Re: kill building with 2 remotes and timed...

Posted by [Renerage](#) on Sun, 27 May 2007 20:52:59 GMT

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---

You can kill a building with a Tech/hottie.  
You cannot kill a building with an Engi.

There, happy?

---

---

Subject: Re: kill building with 2 remotes and timed...

Posted by [jnz](#) on Sun, 27 May 2007 21:00:15 GMT

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---

cheekay77 wrote on Sun, 27 May 2007 21:52 You can kill a building with a Tech/hottie.  
You cannot kill a building with an Engi.

There, happy?

That's not true, any of the standard characters are capable of killing a building...

---

---

Subject: Re: kill building with 2 remotes and timed...

Posted by [Renerage](#) on Sun, 27 May 2007 21:01:17 GMT

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---

The time it takes to use a rifle/pistol, isn't worth even mentioning.  
I'm talking about with remotes.  
NO NUKES/IONS EITHER.

---

---

Subject: Re: kill building with 2 remotes and timed...

Posted by [MexPirate](#) on Sun, 27 May 2007 21:06:49 GMT

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---

you 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.

---

---

Subject: Re: kill building with 2 remotes and timed...

Posted by [Renerage](#) on Sun, 27 May 2007 21:10:20 GMT

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---

MexPirate wrote on Sun, 27 May 2007 17:06 you 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

---

---

Subject: Re: kill building with 2 remotes and timed...

Posted by [jnz](#) on Sun, 27 May 2007 21:10:47 GMT

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---

MexPirate wrote on Sun, 27 May 2007 22:06

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

I take your challenge, and will make a vid, just for you.

---

---

Subject: Re: kill building with 2 remotes and timed...

Posted by [Renerage](#) on Sun, 27 May 2007 21:14:42 GMT

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---

gamemodding wrote on Sun, 27 May 2007 17:10MexPirate wrote on Sun, 27 May 2007 22:06

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

I take your challenge, and will make a vid, just for you.

Outside, I think it does zero.

But on the MCT, It does minimal.

---

---

Subject: Re: kill building with 2 remotes and timed...

Posted by [MexPirate](#) on Sun, 27 May 2007 21:18:38 GMT

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---

hehe, go for it - it may do an absolutly minimal amount of damage, I just have vivid memories of a pp on city flying being left with the most minute sliver of health, I sat there for a good few minutes

unloading my pistol and it still didn't blow.

---

---

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.

---

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [jnz](#) on Sun, 27 May 2007 21:34:29 GMT  
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---

<http://www.dansprojects.com/BuildingDamage/BuildingDamage.html>

I don't know about the outside of the building, ill do that now.

---

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [Genesis2001](#) on Sun, 27 May 2007 21:45:25 GMT  
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---

I've been able to kill a building with a single hottie before (and this was recently).

I run into the wf and deposit my timed c4s first onto the MCT, then my remotes \*I think just one remote\*...

I simply wait for the timed c4s to blow up and then I detonate the remotes. Dead wf.

-MathK1LL

---

---

Subject: Re: kill building with 2 remotes and timed...

Posted by [jnz](#) on Sun, 27 May 2007 21:48:10 GMT

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---

<http://www.dansprojects.com/BuildingDamage2/BuildingDamage2.html>

Yes, me and mex are splitting hairs.

EDIT: Mathk1ll prepare to be called a "nub"

---

---

Subject: Re: kill building with 2 remotes and timed...

Posted by [Genesis2001](#) on Sun, 27 May 2007 21:52:46 GMT

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---

gamemodding wrote on Sun, 27 May 2007 15:48EDIT: Mathk1ll prepare to be called a "nub"

>\_< Why? =/

-MathK1LL

---

---

Subject: Re: kill building with 2 remotes and timed...

Posted by [jnz](#) on Sun, 27 May 2007 21:54:22 GMT

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---

It's been known to be able to kill a building with a hottie and a techy.

---

---

Subject: Re: kill building with 2 remotes and timed...

Posted by [sadukar09](#) on Sun, 27 May 2007 22:29:39 GMT

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---

pistol actually do SOME damage to buildings 2 MCT or outside (if the building has almost none hp left (no bars but the HP bar still there) u can kill a building

---

---

Subject: Re: kill building with 2 remotes and timed...

Posted by [FrAM](#) on Sun, 27 May 2007 22:52:44 GMT

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---

EKT-Sadukar wrote on Mon, 28 May 2007 01:29pistol actually do SOME damage to buildings 2 MCT or outside (if the building has almost none hp left (no bars but the HP bar still there) u can kill a building

done that b4 tried to ion pp and ref, killed ref but pp was so close 2 dead... took 5 clips of ammo but killed it, amazingly no one repaired.

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [sadukar09](#) on Sun, 27 May 2007 23:26:27 GMT  
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LOL

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [IR4p3dy0u](#) on Mon, 28 May 2007 02:33:11 GMT  
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EKT-Sadukar wrote on Wed, 23 May 2007 10:39sometimes if u get butterfinger crates and ur default weap change 2 timed, check ur weap inventory...it shows u got 2 TIMED C4s!!! 2 timeds!!! if ur a sbh n have a remote n none base def...bye bye building

Im guessing your one of those guys that runs around with an SBH all game. Since youve mentioned being an SBH like 3 times in this topic now.

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [FrAM](#) on Mon, 28 May 2007 02:38:55 GMT  
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IR4p3dy0u wrote on Mon, 28 May 2007 05:33EKT-Sadukar wrote on Wed, 23 May 2007 10:39sometimes if u get butterfinger crates and ur default weap change 2 timed, check ur weap inventory...it shows u got 2 TIMED C4s!!! 2 timeds!!! if ur a sbh n have a remote n none base def...bye bye building

Im guessing your one of those guys that runs around with an SBH all game. Since youve mentioned being an SBH like 3 times in this topic now.

also look at his avatar(i think that is right word).

But each to their own.

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [sadukar09](#) on Mon, 28 May 2007 20:08:36 GMT



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---

well my sbh harvy walk for a living in the Brotherhood of Nod so...

---

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [Starbuzz](#) on Tue, 29 May 2007 13:27:28 GMT

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IR4p3dy0u wrote on Sun, 27 May 2007 21:33EKT-Sadukar wrote on Wed, 23 May 2007 10:39sometimes if u get butterfinger crates and ur default weap change 2 timed, check ur weap inventory...it shows u got 2 TIMED C4s!!! 2 timeds!!! if ur a sbh n have a remote n none base def...bye bye building

Im guessing your one of those guys that runs around with an SBH all game. Since youve mentioned being an SBH like 3 times in this topic now.

So, you are indirectly implying that the SBH is for n00bs?

---

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [sadukar09](#) on Tue, 29 May 2007 19:30:10 GMT

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---

lets see what sbhs can do...

- 1 plant a nuke unseen
  - 2 3 sbhs take out a building unseen on nondefence maps
  - 3 harvy walk unseen
  - 4 steal vehs from not so bright gdis...
  - 5 laser rifles are good weapons
  - 6 sbhs with shotguns or sniper rifles pwns
  - 7 just pwns
- 

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [MexPirate](#) on Tue, 29 May 2007 20:24:23 GMT

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---

sbh is for n00bs - 99% of the time there is something better, they are good for laying nukes and that's about it imo.

---

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [FrAM](#) on Tue, 29 May 2007 22:38:00 GMT

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---

MexPirate wrote on Tue, 29 May 2007 23:24sbh is for n00bs - 99% of the time there is something better, they are good for laying nukes and that's about it imo.

good for crate camping, and if your not too good you dont have to fight some of the better players... right saduka?

---

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [sadukar09](#) on Wed, 30 May 2007 01:22:08 GMT  
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who like u?

---

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [Genesis2001](#) on Wed, 30 May 2007 05:33:10 GMT  
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---

EKT-Sadukar wrote on Tue, 29 May 2007 13:30  
6: sbhs with shotguns or sniper rifles pwns

Not so true...Shotguns, yea. But sniper rifles, no. The sniper rifle depends on who's using it, not what character is using it.

EKT-Sadukar wrote on Tue, 29 May 2007 13:307 just pwns

>\_> Spoken truly like a nub.

-MathK1LL

---

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [sadukar09](#) on Wed, 30 May 2007 19:31:41 GMT  
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---

u know it usually i use tech or 500 ONLY if im nod and have to harvy walk i use sbh

---

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [FrAM](#) on Wed, 30 May 2007 23:24:04 GMT  
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---

EKT-Sadukar wrote on Wed, 30 May 2007 22:31 u know it usually i use tech or 500 ONLY if im nod and have to harvy walk i use sbh

backing down from ur original point?

---

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [Crusader](#) on Thu, 31 May 2007 05:40:39 GMT  
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---

FrAM wrote on Wed, 30 May 2007 18:24EKT-Sadukar wrote on Wed, 30 May 2007 22:31 u know it usually i use tech or 500 ONLY if im nod and have to harvy walk i use sbh

backing down from ur original point?

Actually, Sadu is telling the truth...I have seen him with the Tech/BH sniper many times. He use SBH only if he want to harvy-walk. So, he ain't lying.

I have such great respect for these EKT guys...never seen more professionalism and teamwork.

---

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [sadukar09](#) on Thu, 31 May 2007 20:40:51 GMT  
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\*Now u see me now u see me at the back of ur base planting a nuke\*

---

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [npadul30](#) on Mon, 04 Jun 2007 15:17:24 GMT  
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---

FrAM wrote on Thu, 17 May 2007 12:44myth or legend

ive heard about this a lot... loads of people say it is possible.  
apparently if u detonate timed and 2 remotes at exact same time it can kill a full health building... i think this is rubbish.  
Ive tried several times and it just dont work.  
Tell me im right please.

That is not possible, and it does not work. But if you detonate 2 remote and 2 timed it will take out just about every building I can think off.

---

---

Subject: Re: kill building with 2 remotes and timed...

---

Posted by [FrAM](#) on Mon, 04 Jun 2007 21:34:17 GMT

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---

npadul30 wrote on Mon, 04 June 2007 18:17FrAM wrote on Thu, 17 May 2007 12:44myth or legend

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apparently if u detonate timed and 2 remotes at exact same time it can kill a full health building... i think this is rubbish.  
Ive tried several times and it just dont work.  
Tell me im right please.

That is not possible, and it does not work. But if you detonate 2 remote and 2 timed it will take out just about every building I can think off.

what about tiberium silo?

---

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [npadul30](#) on Wed, 06 Jun 2007 16:13:44 GMT

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---

I tried to destroy a tiberium silo, but it took like 5 C4 hits. Then 8 more hits from a medium tank. That is one strong silo! Anyway, what purpose does tiberium silos have anyway, what do they do?

---

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [sadukar09](#) on Wed, 06 Jun 2007 21:01:19 GMT

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---

+1 credits a sec and not possible 2 blow silos with c4 in 1 refill cuz it has no MCT

---

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [FrAM](#) on Thu, 07 Jun 2007 17:55:53 GMT

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---

npadul30 wrote on Wed, 06 June 2007 19:13I tried to destroy a tiberium silo, but it took like 5 C4 hits. Then 8 more hits from a medium tank. That is one strong silo! Anyway, what purpose does tiberium silos have anyway, what do they do?

yer pretty much saduka said.  
Join a newer map server and u will see the silo and notice the effect.  
They have same health as building but no pt's or mct, however this means u can beat a hotty who is repairing.

---

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [sadukar09](#) on Thu, 07 Jun 2007 19:27:12 GMT  
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---

uhh no1 really reps a tib silo...cuz in most maps they are a bit out of base (last stand its outside of walls)

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [FrAM](#) on Fri, 08 Jun 2007 00:25:50 GMT  
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---

EKT-Sadukar wrote on Thu, 07 June 2007 22:27uhh no1 really reps a tib silo...cuz in most maps they are a bit out of base (last stand its outside of walls)

mutation redux...

tropics,

snow

i could go on...

however there are several maps where no one repairs...

my personal favourite location is on tib pit 3... only way to kill is nuke/ion unless u are very patient.

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [sadukar09](#) on Fri, 08 Jun 2007 00:51:33 GMT  
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---

bah dont like tib silos tbh...too useless... 1 credit a sec isnt gonna change too much

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [FrAM](#) on Sat, 09 Jun 2007 19:25:27 GMT  
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---

EKT-Sadukar wrote on Fri, 08 June 2007 03:51bah dont like tib silos tbh...too useless... 1 credit a sec isnt gonna change too much

look at it like this... not including harvy... ur on nod, u have 200 creds from basic 2 per second, if u had silo u would have 300 and thus a buggy.

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [sadukar09](#) on Sat, 09 Jun 2007 21:38:02 GMT  
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---

thats only if ur team just sits in ur base and not do anything

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [Sniper\\_De7](#) on Sun, 10 Jun 2007 01:01:38 GMT  
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---

5 remotes kill a building

---

Subject: Re: kill building with 2 remotes and timed...  
Posted by [FrAM](#) on Tue, 12 Jun 2007 19:00:33 GMT  
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---

Sniper\_De7 wrote on Sun, 10 June 2007 04:015 remotes kill a building

cheers for that, welcome to the topic

---