
Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Wed, 15 May 2002 09:59:00 GMT
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quote:Originally posted by mynameisogun:I was doing some testing in multiplayer practice and found out how long it takes for each vehicle to take out a structure single-handedly, no repair, and on continuous fire. NOD-----TIME-----SHOTSLight tank:-----65 secs-----44mobile artillery:--37 secs-----25flame tank:-----35 secs-----N/Astealth tank:-----35 secs-----24GDI medium tank:-----55 secs-----37mrls:-----42 secs-----36 (6 salvos)mammoth shells:----39 secs-----39mammoth rockets:---26 secs-----28Forgot to count the number of shots for each, so i might go back and do that later. Anyway, here are some interesting points: 1. mammoths are the best at taking out buildings with their rockets, which have a short range, so use the shells until u get up close enough. Unfortunately most people are too afraid to get their shiny new mammoth scratched, so u cant really mammoth rush on public server. Shame. 2. Stealth tanks do just as much damage to buildings as flamers, but get killed twice as fast. Though with a squad of 4 stealths, it might be possible to sneak into their base (base defences must be down) undetected and suddenly fire on a building near the back. 3. for all intensive purposes it appears mobile artillery is better than mrls. The ma has a fully rotatable turret, deals damage faster, easier to aim (at least in my opinion) and i believe the shell is faster too. Though i guess the multiple rockets could be useful at certain times, instead of just one shot. 4. Some people have posted ideas about light tank rushes on agt and med tank rushes on onlink, but apparently they wouldn't be as effective as a flame rush. Even though the light tanks get to fire before the flamers do, i think the flamers would still kill faster in the end. Medium tanks might work ok, but obviously not as good as a flame rush. You might also want to try a mammoth rush if u can afford it and have some teammates with actual cajones. EDIT: added the number of shots for each. Thanks for stars . Please feel free to post any ideas/comments of your own based on my findings. [April 06, 2002: Message edited by: mynameisogun] [April 06, 2002: Message edited by: mynameisogun] I know it's from an old topic, but I thought some people might find it useful. [May 16, 2002: Message edited by: eae]

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Wed, 15 May 2002 10:01:00 GMT
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It's more useful if he had remembered that it's Nod, not NOD.

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Wed, 15 May 2002 10:07:00 GMT
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quote:Originally posted by aircraftkiller2001:It's more useful if he had remembered that it's Nod, not NOD. you would be more useful if u shut up...

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Wed, 15 May 2002 10:28:00 GMT
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quote:Originally posted by aircraftkiller2001:It's more useful if he had remembered that it's Nod, not NOD.LOL ACK Thanks you eae for that because I was going to do it myself but I couldn't be bothered... takes too long

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Wed, 15 May 2002 10:33:00 GMT
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quote:Originally posted by aircraftkiller2001:It's more useful if he had remembered that it's Nod, not NOD.I apologize for him. I am sure he was tired after all his testing. I must point out though, that he also capitalized time and shots.

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Wed, 15 May 2002 10:39:00 GMT
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NOD NOD NOD NOD NOD NOD NOD NOD NODNOD NOD NOD NOD NOD NOD NOD NOD NOD
NODI hope this sends you into a total mental breakdown ACK.Oh and by the way it's NOD not Nod.LMAO

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Wed, 15 May 2002 10:42:00 GMT
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quote:Originally posted by rogueranger:NOD NOD NOD NOD NOD NOD NOD NOD NODNOD
NOD NOD NOD NOD NOD NOD NOD NODI hope this sends you into a total mental breakdown
ACK.Oh and by the way it's NOD not Nod.LMAO Wow, you put me into a mental
breakdown!Here's a suggestion for you:

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Wed, 15 May 2002 10:44:00 GMT
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quote:Originally posted by rogueranger:NOD NOD NOD NOD NOD NOD NOD NOD NODNOD
NOD NOD NOD NOD NOD NOD NOD NODI hope this sends you into a total mental breakdown
ACK.Oh and by the way it's NOD not Nod.LMAO Ya prick

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Wed, 15 May 2002 10:48:00 GMT
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Why? Why on this post? Well, I guess it's at the top again now. My idea was to give people information about tank damage not about how to write Nod.

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Wed, 15 May 2002 11:02:00 GMT
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Now how about the time to destroy a building with infantry units. 5 or 6 Patches would do a lot of damage. Patch can do a deceptive amount of damage with that gun of his. I also think the mobile artillery is better in most cases, but the MRL has its advantages. For one, you can get the missiles to curve around and arc just right to hit something that normal shells can't.. such as snipers hiding on top of a wall.

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Wed, 15 May 2002 11:07:00 GMT
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quote:Originally posted by kubi0461:Now how about the time to destroy a building with infantry units. 5 or 6 Patches would do a lot of damage. Patch can do a deceptive amount of damage with that gun of his. I also think the mobile artillery is better in most cases, but the MRL has its advantages. For one, you can get the missiles to curve around and arc just right to hit something that normal shells can't.. such as snipers hiding on top of a wall. Try to destroy a building with a pistol you would be there all... well..... your life

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Wed, 15 May 2002 11:21:00 GMT
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quote:Originally posted by kubi0461:Now how about the time to destroy a building with infantry units. 5 or 6 Patches would do a lot of damage. Patch can do a deceptive amount of damage with that gun of his. From the outside or MCT?

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Wed, 15 May 2002 11:30:00 GMT
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Which Infantry is quickest to destroy a building? (assuming there is noone fixing it)

Subject: Shots/time to take out a building.

Posted by [Anonymous](#) on Wed, 15 May 2002 11:41:00 GMT

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quote:Originally posted by Super Dan:Which Infantry is quickest to destory a building? (assuming there is noone fixing it)From the outside: GunnerFrom the inside: Hottie/TechChem warrior deserves special mentioning, though not quick, I heard can take a building alone.

Subject: Shots/time to take out a building.

Posted by [Anonymous](#) on Wed, 15 May 2002 13:28:00 GMT

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quote:Originally posted by Super Dan:I hear a Chem warrior can take a Tib Ref with one timed C4 and 3 clips of ammo but I havent tried itI heard all buildings have the same amount of health/armor. I've also heard that this includes the harvester.

Subject: Shots/time to take out a building.

Posted by [Anonymous](#) on Wed, 15 May 2002 14:14:00 GMT

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quote:Originally posted by Super Dan:I hear a Chem warrior can take a Tib Ref with one timed C4 and 3 clips of ammo but I havent tried itits true,i've tried it but first u gotta get a chem warrior INSIDE a buidling first, its better to get 4 chem warriors (costs less then a flame) and if a buidling is near a tunnel exit, chem it, 4 chem warriors do as much damage, if not more, then a flame tank against a building.

Subject: Shots/time to take out a building.

Posted by [Anonymous](#) on Wed, 15 May 2002 14:25:00 GMT

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quote:Originally posted by aircraftkiller2001:It's more useful if he had remembered that it's Nod, not NOD.Lmao!

Subject: Shots/time to take out a building.

Posted by [Anonymous](#) on Wed, 15 May 2002 14:27:00 GMT

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quote:Originally posted by andrew726:Quote:Originally posted by aircraftkiller2001:It's more useful if he had remembered that it's Nod, not NOD. you would be more useful if u shut up... [/QB]People who don't think it is funny, It would be more useful of you shut up...

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Wed, 15 May 2002 20:39:00 GMT
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Hey ACK, have you notified Westwood that they're wrong? They've spelled it NOD on the results screen in between games. I'm sure they'll appreciate your feedback and will make it a top priority to change it. I'll expect a patch any day that addresses it.

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Thu, 16 May 2002 00:50:00 GMT
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quote:Originally posted by eae:From the outside: GunnerFrom the inside: Hottie/TechChem warrior deserves special mentioning, though not quick, I heard can take a building alone.I hear a Chem warrior can take a Tib Ref with one timed C4 and 3 clips of ammo but I havent tried it

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Thu, 16 May 2002 01:40:00 GMT
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quote:Originally posted by aircraftkiller2001:Wow, you put me into a mental breakdown!Here's a suggestion for you: is that the only thing you can put back in response? Ive seen you post that exact same image 20 times already, and people still go ROFLOL LMAO Ack WEE YOR S00 LIKE, TOTALLY FUnnEH!!" pathetic n00bs.

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Thu, 16 May 2002 14:50:00 GMT
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People, come see before this topic fades out.Btw, I deleted the post telling how to destroy your own buildings building even without ff.[May 16, 2002: Message edited by: eae]

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Thu, 16 May 2002 16:07:00 GMT
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quote:Originally posted by eae:Butw, I deleted the post telling how to destroy your own buildings building even without ff.You mean by deploying a beacon and then leaving the game 5 seconds before the Ion/Nuke hits?

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Thu, 16 May 2002 23:17:00 GMT
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quote:Originally posted by Admiral Rawsher:You mean by deploying a beacon and then leaving the game 5 seconds before the Ion/Nuke hits?Yea, that's right. I had to delete it, 'cause everyone was getting really p1ssed at me for telling this to all the n00bs, who would supposedly try it.

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Fri, 17 May 2002 08:12:00 GMT
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quote:Originally posted by FHATODude:its true,i've tried it but first u gotta get a chem warrior INSIDE a buidling first, its better to get 4 chem warriors (costs less then a flame) and if a buidling is near a tunnel exit, chem it, 4 chem warriors do as much damage, if not more, then a flame tank against a building.If 4 chem warriors could get inside the building, they could just destroy it with C4, so its moot. Why does it have to be chem warriors in particular? Any 4 infantry that get in can finish a building, and even faster than that chem gun. One technician can do it.Point is, if you manage to get in, you may as well blow it with C4.[May 17, 2002: Message edited by: Aramachus]

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Fri, 17 May 2002 08:19:00 GMT
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kuz chem warriors are cheapest. (other than rocket sodiers and officers)

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Fri, 17 May 2002 09:27:00 GMT
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a solo chem warrior can take a building down in 30 secs with ammo to spare. 2 rounds of ammo + timed mined on mct = building destroyed. and the chem warrior is cheap and can go thru tiberium a hot wire only has a pistol for protection

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Sat, 18 May 2002 13:03:00 GMT
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i havent seen that post in ages.its actually not my most recent one on the subject as i also tested out with some of the infantry and posted it in another thread long since forgotten.ill go look for it now.

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Sat, 18 May 2002 13:10:00 GMT
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well here is a listing of the destruction time in rates. probably should of put this all in one post, but oh well. postcount++; quote: As promised here is the data i collected about infantry damage to buildings. Most of the infantry in the game will run out of ammo in exactly one minute if u hold down the fire button, but a few have slightly more time. Notably the grenadier (80s), PIC(90s), stealth black hand(100s), and probably the sniper as well (i didnt test this). I've converted all of the data into a damage/min rate and left out those i feel do minimal damage to buildings. So without further ado, the chart:gunner/rocket soldier.....6.5/mingrenadier.....5.4375/minPIC/Ravenshaw.....4.0/minmobius/mendoza5/minpatch.....3.9/minchem warrier.....4.25/minBH heavy assault.....3.9/minBH stealth.....3.0/minflamerthrower.....2.5/minengineer.....-6.0/mintech/hotwire.....-12.0/minvehicles(extrapolated from earlier data)medium tank.....10.9090/minmrls.....14.2857/minmammoth shells.....15.3846/minrockets.....23.0769/minlight tank.....9.2308/minflame tank.....17.1429/minstealth tank.....17.1429/minmobile artillery...16.2162/minAlso most weapons seem to do double damage when shot at the mct. I hope this infomatoin helps u form new strategies and make intelligent decisions about how to take out buildings. As for me, im off to put some of my own strategies into action on the battlefield. l8r btw the numbers refer to how many health bars damaged per minute.

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Sat, 18 May 2002 14:10:00 GMT
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rocket soldiers and gunner do same amount of damage??flame thrower is faster than chem??and i think only c4 and repair gun is more effective at MCT. Actually, im sure of it

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Sat, 18 May 2002 17:53:00 GMT
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ALL infantry weapons are more effective on the MCT. Oh, and ACK, if you noticed, it was NOD--/--TIME--/--SHOTS. All are capitalized, ∴ even if it is Nod, it should be Spelled NOD in this instance. You are right most of the time tho .

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Sun, 19 May 2002 01:37:00 GMT
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quote:Originally posted by mynameisogun:well here is a listing of the destruction time in rates.

probably should of put this all in one post, but oh well. postcount++;Thanks for posting that, I couldn't find it the first time.

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Mon, 20 May 2002 14:13:00 GMT
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quote:Originally posted by SolidSnake:ALL infantry weapons are more effective on the MCT.Oh, and ACK, if you noticed, it was NOD--/--TIME--/--SHOTS. All are capitalized, ∴ even if it is Nod, it should be Spelled NOD in this instance. You are right most of the time tho .Actually, I think it might be the same for vehicle weapons hitting the MCT. It's difficult in most cases, but sometimes you can hit it on certain buildings with certain vehicles. It seemed to go down faster, but with so much else going on at the same time it's hard to tell for sure.

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Tue, 21 May 2002 14:12:00 GMT
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quote:Originally posted by kubi0461:Actually, I think it might be the same for vehicle weapons hitting the MCT.Makes sense.

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Thu, 23 May 2002 09:12:00 GMT
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quote:Originally posted by H3liCat:rocket soldiers and gunner do same amount of damage??flame thrower is faster than chem??and i think only c4 and repair gun is more effective at MCT. Actually, im sure of itSure the Rocketeer hurts as much as Gunner. Same gun. Gunner can shoot twice as fast and has more health though.

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Thu, 23 May 2002 20:40:00 GMT
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actually i found out recently that i was wrong about the rocket soldier. Hls rof is slightly less than gunner, taking 10 extra seconds to fully unload his clip. Damage is the same though. rate=5.571

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Sun, 26 May 2002 13:12:00 GMT
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quote:Originally posted by mynameisogun:well here is a listing of the destruction time in rates. probably should of put this all in one post, but oh well. postcount++; btw the numbers refer to how many health bars damaged per minute.Is the damage indo on infantry from attacking outside of the biulding, or hitting the MCT

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Sun, 26 May 2002 20:53:00 GMT
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i think its outside

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Mon, 27 May 2002 07:28:00 GMT
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quote:Originally posted by H3liCat:flame thrower is faster than chem??Eh, where did you hear that? He said flame does 2.5 bars/min of damage, while chem does 4.25 bars/min. So chem is a lot faster.

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Mon, 27 May 2002 07:31:00 GMT
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quote:Originally posted by L33TgAt4u:i think its outsideThat would make sense, 'cause the chem trooper can destroy a building alone, he runs out of ammo in a minute and does 4.35 bars/min of damage, which means it has to be from the outside, as 4.25 bars isn't the whole building.

Subject: Shots/time to take out a building.
Posted by [Anonymous](#) on Mon, 27 May 2002 07:33:00 GMT
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Quite useful! I'll try it...
