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Subject: Harv bomb

Posted by [Bassoonboy](#) on Fri, 28 Mar 2003 01:41:58 GMT

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This would either need a lot of engys or a lot of trips but it would be really cool.

If it takes 6 remote c4s to destroy a building from the mct and mct hits do 4 times as much damage, then it would take 24 remote c4s to destroy a building from the outside.

If incredibly a group of engys could get 24 remote c4s on the back of the harv then they could blow up the ref from the outside.

Someone tell me if there is a limit on remote c4s because then this is really impossible instead of very nearly impossible.

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Subject: Harv bomb

Posted by [SuperTech](#) on Fri, 28 Mar 2003 01:58:01 GMT

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This has been tried already and it will not blow up the refinery, only take some health from it (maybe half, really cannot remember).

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Subject: Harv bomb

Posted by [Bassoonboy](#) on Fri, 28 Mar 2003 02:03:50 GMT

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o I didnt know that.

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Subject: Harv bomb

Posted by [kawolsky](#) on Sat, 29 Mar 2003 10:43:33 GMT

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It actually probably wouldn't affect it,

Like if you shoot that metal behind where the harvy goes while the building still works you will notice that it does not affect it at all, even with a mrl or arty or some sort of tank it does not affect it.

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Subject: Harv bomb

Posted by [Chaos](#) on Sat, 29 Mar 2003 10:47:00 GMT

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And if you put it on the side on the harv? Would it work then?

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Subject: Harv bomb  
Posted by [Bassoonboy](#) on Sun, 30 Mar 2003 19:31:27 GMT  
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i admit it was a really stupid idea. it would never work

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Subject: Harv bomb  
Posted by [kawolsky](#) on Thu, 17 Apr 2003 08:15:46 GMT  
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ChaosAnd if you put it on the side on the harv? Would it work then?

might

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Subject: Harv bomb  
Posted by [\[sg\]theOne](#) on Fri, 18 Apr 2003 03:40:35 GMT  
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it wont work, the harvy doesn't touch the building.

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