Subject: heres an idea...
Posted by FrAM on Sun, 17 Jun 2007 18:45:55 GMT
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i worked out that it takes 20 remotes to kill a building from the outside so get 10 engi and try it...

please i wanna see it be done

Subject: Re: heres an idea...
Posted by futura83 on Sun, 17 Jun 2007 18:53:17 GMT
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FrAM wrote on Sun, 17 June 2007 19:45i worked out that it takes 20 remotes to kill a building from the outside so get 10 engi and try it...

please i wanna see it be done

start a lan game and turn on friendly fire, then go attack the nearest building

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Subject: Re: heres an idea...
Posted by havoc9826 on Sun, 17 Jun 2007 20:35:37 GMT
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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

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Subject: Re: heres an idea...
Posted by sadukar09 on Sun, 17 Jun 2007 22:11:18 GMT
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a remote on mct does 200 a c4 outside does 20 i think

Subject: Re: heres an idea...
Posted by jnz on Sun, 17 Jun 2007 23:13:34 GMT
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10 times more damage is taken by the MCT. I video i made proved that.

Subject: Re: heres an idea...
Posted by Caveman on Mon, 18 Jun 2007 00:56:40 GMT
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RoShamBo wrote on Mon, 18 June 2007 00:1310 times more damage is taken by the MCT. I video i made proved that.

That would depend on the object thats hitting the MCT. Not everything has 10x Damage when hitting the MCT.

Subject: Re: heres an idea...
Posted by jnz on Mon, 18 Jun 2007 01:29:57 GMT
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Caveman wrote on Mon, 18 June 2007 01:56RoShamBo wrote on Mon, 18 June 2007 00:1310 times more damage is taken by the MCT. I video i made proved that.

That would depend on the object thats hitting the MCT. Not everything has 10x Damage when hitting the MCT.

I think some more videos should be made. I'm sure i rember detonating a remote on the building skin and it did 20.

Subject: Re: heres an idea...
Posted by puddle_splasher on Mon, 18 Jun 2007 09:15:03 GMT
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RoShamBo wrote on Sun, 17 June 2007 20:29

I think some more videos should be made. I'm sure i rember detonating a remote on the building skin and it did 20.

The video above backs you up. 20 remotes only 1/2 damaged the AGT. 40 remotes would destroy it. Therefore 800(points of AGT) divided by 40(remotes) = 20 hit points per remote.

Subject: Re: heres an idea...
Posted by Tunaman on Mon, 18 Jun 2007 09:25:27 GMT
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errrrrrrrrrr your math is wrong.
It takes 5 remotes on the mct to kill a building.

A remote does 10x more damage on the mct than outside.
So that means 50 remotes outside would kill the buillding. ^^

Subject: Re: heres an idea...
Posted by sadukar09 on Mon, 18 Jun 2007 11:32:50 GMT
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a building actually has only 500 points you get 250 points for destroying it

---

Subject: Re: heres an idea...
Posted by puddle_splasher on Mon, 18 Jun 2007 15:48:06 GMT
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Tunaman wrote on Mon, 18 June 2007 04:25errrrrrrrrr your math is wrong.
It takes 5 remotes on the mct to kill a building.
A remote does 10x more damage on the mct than outside.
So that means 50 remotes outside would kill the buillding. ^^

Ehhhh! see the topic a few below this one. It deals explicitly with remotes on an MCT as opposed to the building.

Subject: Re: heres an idea...
Posted by Tunaman on Mon, 18 Jun 2007 20:59:37 GMT
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lol Mr. I-can't-admit-I'm-ever-wrong, I've been keeping up with that topic and it is pretty funny to see you make a fool out of yourself.
If you looked at havoc's video you would notice that the 20 remotes didn't damage the agt halfway, they damaged it 2/5's of the way.

Subject: Re: heres an idea...
Posted by Jamie or NuneGa on Mon, 18 Jun 2007 21:05:43 GMT
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yer it is 50, i once tried this on demons marathon(back when an engi could carry as many remotes as the mine limit), and i got 32 placed before someone killed me, ah that would have been so awesome.

oh yeah and tuna rules!!!!!!!!!!
not the forum guy, the delicasy.

Subject: Re: heres an idea...
Posted by Renerage on Mon, 18 Jun 2007 21:09:03 GMT
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NuNeGa wrote on Mon, 18 June 2007 17:05yer it is 50, i once tried this on demons marathon(back when an engi could carry as many remotes as the mine limit), and i got 32 placed before someone killed me, ah that would have been so awesome.

oh yeah and tuna rules!!!!!!!!!!
not the forum guy, the delicasy.

I remember a server similar to this.
However it was with SBH's.

The SBH had 4 Remotes, 8 Timed.
500 Rifle,
Nuke.
Laser Chaingun.

for 1500 Credits.
A server similar to Kamuixs'

Subject: Re: heres an idea...
Posted by sadukar09 on Mon, 18 Jun 2007 22:24:44 GMT
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that sbh can take out an entire base...

Subject: Re: heres an idea...
Posted by Renerage on Mon, 18 Jun 2007 22:58:44 GMT
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sadukar09 wrote on Mon, 18 June 2007 18:24that sbh can take out an entire base...

Sorry, I didnt realise when I posted,
15'000

But its too late to fix it now.
5 Creds/charge.
You start with 5000.

Subject: Re: heres an idea...
Posted by sadukar09 on Mon, 18 Jun 2007 23:43:04 GMT

still shouldnt cost 15000
bse=400
nuke=1000
LCG=450
sniper=500
8 timed c4s=maybe 4 hotties?=1400
4 remotes=2 hotties=700
grand total=4450

Subject: Re: heres an idea...
Posted by Renerage on Mon, 18 Jun 2007 23:45:29 GMT

sadukar09 wrote on Mon, 18 June 2007 19:43still shouldnt cost 15000
bse=400
nuke=1000
LCG=450
sniper=500
8 timed c4s=maybe 4 hotties?=1400
4 remotes=2 hotties=700
grand total=4450

Also gotta add in the fact at how dangerous that unit is.
SBH with nuke and ramjet is auto 4000 on some servers.
An extra 10'000 is perfect IMO.

Subject: Re: heres an idea...
Posted by puddle_splasher on Tue, 19 Jun 2007 09:56:46 GMT

Tunaman 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.

Subject: Re: heres an idea...
Posted by sadukar09 on Tue, 19 Jun 2007 11:14:29 GMT
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lol that sbh CAN be the hero!
say on City Flying. Nod Obelisk is down and half your base is dead.
This sbh harv walk into the GDI PP and kills it with 2 timed and 1 remote. BOOM base power
down then he kills ref with the same salvo. 4 timed and 2 remotes left right? Blows up the wf and
bar with the rest of the c4s. Now he nukes AGT. *Game Over*   Awsome!

Subject: Re: heres an idea...
Posted by puddle_splasher on Tue, 19 Jun 2007 12:44:53 GMT
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Super SBH FTW

Subject: Re: heres an idea...
Posted by Jamie or NuneGa on Tue, 19 Jun 2007 16:33:59 GMT
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super sbh = a screwed team

and yes on demons i was used a sbh with 15 remotes to kill every building with one detonation of
islands... good times

Subject: Re: heres an idea...
Posted by sadukar09 on Tue, 19 Jun 2007 19:20:30 GMT
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im guessing their team is too dumb to notice the c4s on the MCTs

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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

---

Subject: Re: heres an idea...
Posted by sadukar09 on Wed, 20 Jun 2007 00:27:22 GMT
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omg its Nod NOT NOD!!!   i think Kane wont be pleased!

Subject: Re: heres an idea...
Posted by jnz on Wed, 20 Jun 2007 01:35:47 GMT
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omg dis poste dis sam keine wunt be peest

Subject: Re: heres an idea...
Posted by sadukar09 on Wed, 20 Jun 2007 11:06:01 GMT
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^ ? are you speak to Kane?   omg!!!! he will be punished by kane!!!

Subject: Re: heres an idea...
Posted by Jzinsky on Wed, 25 Jul 2007 10:10:23 GMT

I can't believe people are still bothered about a couple of caps. What is the difference between nod Nod and NOD apart from the length of time you press the shift button?

Furthermore how do you get an SBH with that many mines?

Subject: Re: heres an idea...
Posted by sadukar09 on Wed, 25 Jul 2007 10:57:04 GMT

Nod is correct NOD is incorrect

Subject: Re: heres an idea...
Posted by MexPirate on Thu, 26 Jul 2007 11:48:03 GMT

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.

Retard, he was merely pointing out that you were completely fucking wrong and using the facts that:

A. 5 remotes on the MCT kills a building
B. Remotes to 10x damage on MCT compared to elsewhere

That means that it takes 50 remotes (as confirmed by others) and you are wrong again.

So basically, you make a big deal and make retarded posts trying to say Tuna is wrong, when in actual fact you are and all of a sudden "What does it matter"

So to sum up, you're wrong and Tuna is right and was always on topic.

Subject: Re: heres an idea...
Posted by Jamie or NuneGa on Thu, 26 Jul 2007 22:14:36 GMT
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nice 1 month bump...

Subject: Re: heres an idea...
Posted by Tunaman on Thu, 26 Jul 2007 22:22:30 GMT
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<3 Mex. He didn't really understand why I posted that.. I got a pm from him asking me to say sorry lol.