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Subject: C4 REMINDER

Posted by [Anonymous](#) on Tue, 13 Aug 2002 14:48:00 GMT

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Argon Vex Commander Member # 11823 posted August 13, 2002 12:36

----- A building has 1000 Health points, A Harvester has 600 Health and 600 Armor. Timed C4 does 400 damage en Remote C4 does 200 damage.No, most structures have 500 health points and no armor. It's the armour type and what they're made of that makes the difference.

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