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Subject: How many seconds to take out a building with...

Posted by [Anonymous](#) on Fri, 05 Apr 2002 15:55:00 GMT

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I was doing some testing in multiplay practice and found how out how long it takes for each vehicle to takwe 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) an 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 onlisk, 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 ]

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