
Subject: Re: kill building with 2 remotes and timed...
Posted by [Poptart](#) on Thu, 24 May 2007 15:19:14 GMT
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So to summerize all this (just to make sure I got this)

A engi, which houses 2 remotes and 1 timed, can't destroy a building alone (which should be obvious O.o)

A hot/tech which houses 2 of each (along with 6 mines, but that dont make a difference) can, using only 3 of the explosives? (thats what I'm confused at... I just dump all 4 and run like hell with handgun.

so, the tactic at hand is this, 2 engis can destroy a building, 1 hot/tech can destroy building, 4 of any of the 2 can destroy a building with ease. correct me if im wrong
