
Subject: Re: kill building with 2 remotes and timed...
Posted by [Spoony](#) on Fri, 25 May 2007 19:07:59 GMT
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puddle_splasher wrote on Thu, 24 May 2007 14:46Pay specific attention to the following words:

Who cares what you could do then, it's what matters now?
I was answering this question, if it wasn't obvious:
"myth or legend

I've heard about this a lot... loads of people say it is possible.
apparently if u detonate timed and 2 remotes at exact same time it can kill a full health building... i think this is rubbish.
I've tried several times and it just dont work.
Tell me im right please."
It is plain to me he's "heard" about the fact you used to be able to do that but can't anymore.

puddle_splasher wrote on Thu, 24 May 2007 14:46For what its worth, I always played on FM then MP server and you always needed a minimum of 2 timed and 1 remote. It is still the same today, patch or otherwise. Perhaps the server you played on was configured differently?

no, it was true before Westwood patched it, which happened before I even got the game.
