
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 multiplayer practice and found how out how long it takes for each vehicle to take out a structure single-handedly, no repair, and on continuous fire. NOD-----TIME-----SHOT

Slight tank:-----	65 secs-----	44
mobile artillery:--	37 secs-----	25
flame tank:-----	35 secs-----	N/A
stealth tank:-----	35 secs-----	24
GI medium tank:-----	55 secs-----	37
mrls:-----	42 secs-----	36 (6 salvos)
mammoth shells:----	39 secs-----	39
mammoth rockets:--	26 secs-----	28

Forgot 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]

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

Posted by [Anonymous](#) on Fri, 05 Apr 2002 17:52:00 GMT

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this is very informative! thanks for running a test to figure this stuff out!

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

Posted by [Anonymous](#) on Fri, 05 Apr 2002 19:07:00 GMT

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quote:Originally posted by kiwi98989: this is very informative! thanks for running a test to figure this stuff out! lol i too think it is good i didnt know someone will do these tests when missiles and bullets are flying and wheezing about

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

Posted by [Anonymous](#) on Sat, 06 Apr 2002 10:42:00 GMT

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WOOOO didn't know that! i like info like that, now i maby will be even better, and you mynameisogun, you got a five (rating) from me.

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

Posted by [Anonymous](#) on Sat, 06 Apr 2002 11:02:00 GMT

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goo job 5 stars

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

Posted by [Anonymous](#) on Sat, 06 Apr 2002 13:36:00 GMT

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you look like you had some time on your hand... cool itat might be relly helpfull[if i can get renegade running]

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

Posted by [Anonymous](#) on Sat, 06 Apr 2002 14:16:00 GMT

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Thanks, but how is 36 MRLS shots 9 salvos?If a salvo is a clip, and there's six shots in a clip, that just doesn't make any sense.... that would be 6 salvos... or is it 9 salvos and 54 shots?

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

Posted by [Anonymous](#) on Sat, 06 Apr 2002 14:23:00 GMT

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

Posted by [Anonymous](#) on Sat, 06 Apr 2002 14:37:00 GMT

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Umm... the MRLS damages buildings ALOT more

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

Posted by [Anonymous](#) on Sat, 06 Apr 2002 14:39:00 GMT

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I try to do that all the time, Last week gdi the team i was on rushed the nod base and i just took my tank to the NOD-barraks and blasted away with the 120mm cannons and then when i got a wee bit closer, I used the rockets and WOW!! Look at the life drain on that nod-barracks... I learned to use the rockets early in the demo, i was just messing around and it the mouse2 button and rockets came out, I was like, hahaa My enemy is really dead now.. I am evil with a tank... dont hate me, Learn from me.. ADAPT, OverComE, etc..

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

Posted by [Anonymous](#) on Sat, 06 Apr 2002 15:35:00 GMT

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Sorry about the confusion, the mrls is 36 rockets consisting of 6 salvos of six rockets, not 9. My bad.

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

Posted by [Anonymous](#) on Sat, 06 Apr 2002 17:27:00 GMT

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quote: 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 i disagree, becuase teh rockets have to come out strait you can get tehnm to curve adn fire into teh tunnels or hit the obelisk withour worrying about being shot, you can taek out teh ob on just about every level useing that stratagyAlthough it does becoming annyoiing when trying to attacksomethign from behind, but othere than that i must say the MRLs are better

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

Posted by [Anonymous](#) on Sun, 07 Apr 2002 00:22:00 GMT

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5 stars awarded

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

Posted by [Anonymous](#) on Sun, 07 Apr 2002 03:25:00 GMT

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Very interesting stats...I agree with the comparison of MA/MRL and F-tank rush/M-tank rush.

Subject: How many seconds to take out a building with...
Posted by [Anonymous](#) on Sun, 07 Apr 2002 04:17:00 GMT
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Doesnt the various buildings have various health levels?

Subject: How many seconds to take out a building with...
Posted by [Anonymous](#) on Sun, 07 Apr 2002 06:21:00 GMT
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No, all buildings except the Nod turrets have the same health.

Subject: How many seconds to take out a building with...
Posted by [Anonymous](#) on Sun, 07 Apr 2002 13:07:00 GMT
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Not2dat4u, I Don't even know what you said...Learn how to spell, maybe take some night classes...
