
Subject: More Damage Amounts

Posted by [Anonymous](#) on Sat, 13 Apr 2002 23:03:00 GMT

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MyNamelsOGun's post
This was a great post, more should read it
Also, It takes about 70 shots from a GDI gunner to destroy a building. it took about 15 seconds to get off 12 shots. that means if u had two gunners, u could each shoot 36 rockets and destroy a building in about 45 seconds. This is a good tactic, it's worked for me
Timed C4 does 40% of a building, remote C4 deals 20%. Harvesters have the same health as buildings. Surprisingly, eh?
everyone give MyNamelsOGun some more stars for posting everything below-----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-----SHOTS
light tank:-----65 secs-----44
mobile artillery:--37 secs-----25
flame tank:-----35 secs-----N/A
stealth tank:-----35 secs-----24
GDI 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) and 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.

Subject: More Damage Amounts

Posted by [Anonymous](#) on Sun, 14 Apr 2002 06:02:00 GMT

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wow I must say that's some great information, very impressive. good work.

Subject: More Damage Amounts

Posted by [Anonymous](#) on Sun, 14 Apr 2002 06:28:00 GMT

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i'll second that. nice work. no doubt many have done this testing on their own, but never posted it.and i KNEW that rockets would kill buildings faster than the shell. i had tested that myself, but even devinotch said the shells would kill it faster. thanks for varifying that!

Subject: More Damage Amounts

Posted by [Anonymous](#) on Sun, 14 Apr 2002 14:31:00 GMT

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Thanks for the stars everyone. I actually did some testing with most of the game's infantry and i'll post that later when i get the home. Though you're right about the gunner as it is the best infantry at taking down buildings given its range and overall damage. Anyway, here's a good tactic for Mesa. At around 400 credits try and organize a group of 4-5 gunners. Have your group take the path down the barricaded side of the base until you reach Nod's barricaded side overlooking their refinery. Once all your gunners are in position, start pounding away on the refinery. I believe that 5 gunners took about 2 reloads to bring down the building.

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Posted by [Anonymous](#) on Sun, 14 Apr 2002 20:08:00 GMT

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As promised here is the data i collected about infantry damage to buildings. Most of the infantry in the game will run out of ammo in exactly one minute if u hold down the fire button, but a few have slightly more time. Notably the grenadier (80s), PIC(90s), stealth black hand(100s), and probably the sniper as well (i didnt test this). I've converted all of the data into a damage/min rate and left out those i feel do minimal damage to buildings. So without further ado, the chart:gunner/rocket soldier.....6.5/mingrenadier.....5.4375/minPIC/Ravenshaw.....4.0/minmobius/mendoza5/minpatch.....3.9/minchem warrier.....4.25/minBH heavy assault.....3.9/minBH stealth.....3.0/minflamerthrower.....2.5/minengineer.....-6.0/mintech/hotwire.....-12.0/minvehicles(extrapolated from earlier data)medium tank.....10.9090/minmrls.....14.2857/minmammoth shells.....15.3846/minrockets.....23.0769/minlight tank.....9.2308/minflame tank.....17.1429/minstealth tank.....17.1429/minmobile artillery...16.2162/minAlso most weapons seem to do double damage when shot at the mct. I hope this info helps u form new strategies and make intelligent decisions about how to take out buildings. As for me, im off to put some of my own strategies into action on the battlefield. l8r

Subject: More Damage Amounts

Posted by [Anonymous](#) on Sun, 14 Apr 2002 20:11:00 GMT

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great info, tahts 5 stars from me!

Subject: More Damage Amounts

Posted by [Anonymous](#) on Sun, 14 Apr 2002 20:41:00 GMT

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HA! DEV said the shells would kill buildings better?! He is a lazy bum who doesnt know anything

is u ask me! I may sound hostile but with his lackluster moderating he has yet to earn my respect.
WW does !PAY! him to moderate.

Subject: More Damage Amounts
Posted by [Anonymous](#) on Sat, 20 Apr 2002 18:12:00 GMT
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bump

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Posted by [Anonymous](#) on Sat, 20 Apr 2002 18:20:00 GMT
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good info
