
Subject: Re: kill building with 2 remotes and timed...
Posted by [FrAM](#) on Thu, 07 Jun 2007 17:55:53 GMT
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npadul30 wrote on Wed, 06 June 2007 19:13l tried to destroy a tiberium silo, but it took like 5 C4 hits. Then 8 more hits from a medium tank. That is one strong silo! Anyway, what purpose does tiberium silos have anyway, what do they do?

yer pretty much saduka said.

Join a newer map server and u will see the silo and notice the effect.

They have same health as building but no pt's or mct, however this means u can beat a hotty who is repairing.
