
Subject: Pistol on MCT in SP
Posted by [Anonymous](#) on Mon, 04 Mar 2002 15:46:00 GMT
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Pistol is very good with some building's MCT such as power plant. Each shot takes away about 1 squares for the building. Why wasting a C4 on a building when you can kill the building with Pistol. For some building is a bit tougher but when the building is nearly dead it will take a lot in one shot. Has any one tried it?[March 04, 2002: Message edited by: Founder of YASA]

Subject: Pistol on MCT in SP
Posted by [Anonymous](#) on Mon, 04 Mar 2002 16:33:00 GMT
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Yes, I've tried the pistol on everything to save ammo. It works on the command centers and on ceiling guns but not on vehicles. quote:Originally posted by Founder of YASA:Pistol is very good with some building's MCT such as power plant. Each shot takes away about 1 squares for the build. Why wasting a C4 on a building when you can kill the building with Pistol. For some building is a bit tougher but when the building is nearly dead it will take a lot in one shot. Has any one tried it.

Subject: Pistol on MCT in SP
Posted by [Anonymous](#) on Tue, 05 Mar 2002 08:21:00 GMT
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I just tried this when I re-played single player today. It works really well, and sure saves some C4s.Thanks, Founder!

Subject: Pistol on MCT in SP
Posted by [Anonymous](#) on Tue, 05 Mar 2002 08:34:00 GMT
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to bad it doesnt work in multiplayer

Subject: Pistol on MCT in SP
Posted by [Anonymous](#) on Tue, 05 Mar 2002 08:36:00 GMT
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Hey you never know what 20 simultaneous pistols on an MCT can do in Multiplayer. IT might surprise you. Now getting 20 pistols there is a different story.

Subject: Pistol on MCT in SP
Posted by [Anonymous](#) on Wed, 06 Mar 2002 07:35:00 GMT
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Any one else think this is a good tactic.

Subject: Pistol on MCT in SP
Posted by [Anonymous](#) on Wed, 06 Mar 2002 13:25:00 GMT
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I don't know, just stick on a timed C4, and then 2 remotes. Run and detonate, all three together do some work.

Subject: Pistol on MCT in SP
Posted by [Anonymous](#) on Wed, 06 Mar 2002 15:10:00 GMT
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in SP i ONLY use the pistol when against non-vehicles, it sure improves ur aiming skills, it saves your amme for the hot parts, and it can take out a guy on Commando in 2 - 3 headshots later on...i just luv it and you'll have this great advantage in MP 2!!!

Subject: Pistol on MCT in SP
Posted by [Anonymous](#) on Wed, 06 Mar 2002 16:19:00 GMT
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Try it. It works very well in SP bit not in MP.
