
Subject: Plastic Coating your MCT's
Posted by [Veyrdite](#) on Mon, 14 Jul 2008 03:01:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Most people here know that if C4 is placed on other C4 and the original detonates the one placed on the original gets removed.

I bit o a n00b tactic, I know, but if you cover the MCT with remote C4 the enemy has to place theirs on top of yours.

After they are done you can detonate your C4 and make theirs dissapear.

Anyone ever tried this?

Subject: Re: Plastic Coating your MCT's
Posted by [nope.avi](#) on Mon, 14 Jul 2008 03:03:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol, seems like a good idea if you know theres a big apc rush coming, but just having seems like a waste of the c4 limit. I know I've done that to myself alot with hitwire in the enemies building.

Subject: Re: Plastic Coating your MCT's
Posted by [Veyrdite](#) on Mon, 14 Jul 2008 03:05:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Baker wrote on Mon, 14 July 2008 13:03lol, seems like a good idea if you know theres a big apc rush coming, but just having seems like a waste of the c4 limit. I know I've done that to myself alot with hitwire in the enemies building.

Hitwire? Scary!

Yes it does (unfortunately) add to your mine-limit.

Subject: Re: Plastic Coating your MCT's
Posted by [nope.avi](#) on Mon, 14 Jul 2008 03:33:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

*hotwire, lol.

But yeah it'd be kinda cool if it worked when a big apc rush came or something, lol. I'm sure the other team would have a tantrum. Of course you could just mine the entrances to make sure that they didn't get in in the first place.

Subject: Re: Plastic Coating your MCT's

Posted by [Veyrdite](#) on Mon, 14 Jul 2008 03:37:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

Baker wrote on Mon, 14 July 2008 13:33*hotwire, lol.

But yeah it'd be kinda cool if it worked when a big apc rush came or something, lol. I'm sure the other team would have a tantrum. Of course you could just mine the entrances to make sure that they didn't get in in the first place.

Tantrums are more favourable.

Subject: Re: Plastic Coating your MCT's

Posted by [sadukar09](#) on Mon, 14 Jul 2008 10:35:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

Spamming whole shit load of Timed C4 seems more favourable, although with more deadly results.

Subject: Re: Plastic Coating your MCT's

Posted by [Jamie or NuneGa](#) on Mon, 14 Jul 2008 16:58:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

however timed c4 spamming is disallowed in a quite a few servers.

Subject: Re: Plastic Coating your MCT's

Posted by [JoeBro](#) on Thu, 31 Jul 2008 18:11:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

i usually just mine the entrances. i see my teammates do what your saying a lot though

Subject: Re: Plastic Coating your MCT's

Posted by [Nukelt15](#) on Thu, 31 Jul 2008 18:27:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

...and while somebody's busy coating the MCT of the Bar/HoN with remotes, the proxies are mysteriously vanishing from the Ref!

If there were no mine limit, this tactic would actually work. In practice, all it does is make proper mining of the rest of the base more difficult. And for what? The attackers may well kill the owner of the remotes, causing them to go *poof.* Suddenly your MCT is uncovered and the back door to one of your structures isn't mined. Proximity mines don't vanish when their owner dies. They also are perfectly capable of detonating themselves if the person who placed them isn't in the area, and they don't time out and blow up at the wrong moment.

If you want the MCT defended, stay near it and use your explosives on the enemies trying to attack it- don't plant them on the terminal in the hopes that the attackers won't kill you first. There is no substitute for proper mining.

Subject: Re: Plastic Coating your MCT's
Posted by [Starbuzzz](#) on Thu, 31 Jul 2008 20:17:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

n00b tactic...you mine base buildings and then get tanks. then GG

Subject: Re: Plastic Coating your MCT's
Posted by [nope.avi](#) on Fri, 01 Aug 2008 02:03:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Plus all it would do is prevent the techies and hotties from repairing the building as well.

Subject: Re: Plastic Coating your MCT's
Posted by [w0dka](#) on Fri, 01 Aug 2008 17:28:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sometimes usefull if you got only one building left. But then its maybe much more usefull to just mine up the building. So noone even gets near it,.

Subject: Re: Plastic Coating your MCT's
Posted by [nope.avi](#) on Fri, 01 Aug 2008 19:22:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Plus you can use the entire mine limit on that last building so that the other team doesn't even get near you.

Subject: Re: Plastic Coating your MCT's
Posted by [JoeBro](#) on Fri, 01 Aug 2008 19:34:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

i KNOW this is a little off-topic, but i want to know why nobody ever chooses grenadiers at the beginning of a match? it seems like I'm the only one.

Subject: Re: Plastic Coating your MCT's
Posted by [Starbuzz](#) on Fri, 01 Aug 2008 19:44:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

JoeBro wrote on Fri, 01 August 2008 14:34i KNOW this is a little off-topic, but i want to know why nobody ever chooses grenadiers at the beginning of a match? it seems like I'm the only one.

lol me too. I have seen other do it too...it's a greta way to pump up the cash...I do in on Field all the time even if the server had 1000 starting credits...becuase it is fun to annoy thme by grenading air strip.

Subject: Re: Plastic Coating your MCT's
Posted by [Nukelt15](#) on Sat, 02 Aug 2008 01:09:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Grenadiers are way more powerful than people give them credit for... especially since they're the only infantry class (and one of only four units, period) with indirect fire capability, both because of the ballistic trajectory of the grenades and because they bounce off walls.

They also get an honorable mention for unintentional kills on Complex, because Noddies coming across the Airstrip just don't bother to look up to spot incoming fire from the half-dozen infantry on the rock bridge.

Subject: Re: Plastic Coating your MCT's
Posted by [JoeBro](#) on Sat, 02 Aug 2008 01:19:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

pawkyfox wrote on Fri, 01 August 2008 15:44JoeBro wrote on Fri, 01 August 2008 14:34i KNOW this is a little off-topic, but i want to know why nobody ever chooses grenadiers at the beginning of a match? it seems like I'm the only one.

lol me too. I have seen other do it too...it's a greta way to pump up the cash...I do in on Field all the time even if the server had 1000 starting credits...becuase it is fun to annoy thme by grenading air strip.
i like your new pic!

Subject: Re: Plastic Coating your MCT's
Posted by [Veyrdite](#) on Sat, 02 Aug 2008 04:12:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Supposedly grenades do the same damage to the exterior of buildings that (infantry) rockets do.

Subject: Re: Plastic Coating your MCT's
Posted by [sadukar09](#) on Sat, 02 Aug 2008 11:00:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Rockets and grenades do less damage on MCT...less splash. =\

Subject: Re: Plastic Coating your MCT's
Posted by [Veyrdite](#) on Mon, 04 Aug 2008 06:55:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

sadukar09 wrote on Sat, 02 August 2008 21:00Rockets and grenades do less damage on MCT...less splash. =\
I thought the MCT wasn't affected by splash damage.

Subject: Re: Plastic Coating your MCT's
Posted by [Goztow](#) on Mon, 04 Aug 2008 06:59:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's isn't, that's why covering a person in remotes and running against the MCT doesn't kill a building.
