
Subject: Fun way to blow up a MCT
Posted by [Anonymous](#) on Mon, 18 Mar 2002 16:43:00 GMT
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Every one already know about this.

Subject: Fun way to blow up a MCT
Posted by [Anonymous](#) on Mon, 18 Mar 2002 18:28:00 GMT
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Yet noone does it.

Subject: Fun way to blow up a MCT
Posted by [Anonymous](#) on Mon, 18 Mar 2002 19:39:00 GMT
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I LOVE using the flame-thrower to BURN the MCTs, maybe I should call myself I pyromaniac? I feel like one when I go around burning building, it's great fun, and it works faster then the timed C4 (30 sec detonation time).-----"Inferior tactics detected" – Cabal"By the way, missile launch detected!" – Cabal

Subject: Fun way to blow up a MCT
Posted by [Anonymous](#) on Mon, 18 Mar 2002 20:04:00 GMT
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I don't think Proxies actually does a lot of damage rather than protecting the charges so engies can mix em...but smart engies will just stand out of the way.

Subject: Fun way to blow up a MCT
Posted by [Anonymous](#) on Tue, 19 Mar 2002 00:12:00 GMT
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Once you run out of regular mines to put on the MCT, stick your proxies on it (Yes, this will make some proxies in your base disappear, but its well worth it). Since you are out of mines now, run around the inside of the building shooting anyone you can. Hopefully they will run into the building to either kill you or repair the MCT and then BOOM. I took down an obelisk in about 15 seconds when I threw all my charges on and stuck the proxies all over it, I hid in the corner and a Sakura walked in and nailed me. She strafed right and took out her own building.

Subject: Fun way to blow up a MCT

Posted by [Anonymous](#) on Tue, 19 Mar 2002 23:09:00 GMT

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Well i always spray chemical on the MCT it is kinda fun doing that yet it also do tons of damage on the building.-----Chemical are evil never use them hehe

Subject: Fun way to blow up a MCT

Posted by [Anonymous](#) on Wed, 20 Mar 2002 14:22:00 GMT

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Proxies take out buildings, at least that's what it looked like when I ran into them. Checking every proxie inside the agt while a flame is killing it and you want to repair isn't an option. But I'm a bit more carefull these days.

Subject: Fun way to blow up a MCT

Posted by [Anonymous](#) on Wed, 20 Mar 2002 15:34:00 GMT

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That's what makes it so fun! If nothing else the proxies will kill scores of engineers while they try to take your c4 off the MCT. If you are able to stay by the MCT long enough to blow both of your remotes, place both c4 and all of your proxies, I would say you have a 95\% chance of taking down that building.
