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Subject: Shoot the MCT

Posted by [Anonymous](#) on Mon, 30 Dec 2002 08:59:00 GMT

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Shoot the MCT. Seems obvious, doesn't it? Well, this fact seems to elude people when they're pounding on a building in a tank. It's very easy to shoot inside at the MCT, especially at refineries by the busy back door. Usually a person will be standing there repairing or purchasing something, unwittingly keeping the door open, allowing you to do more damage. Also, you may be able to fry a few techs or hotwires. I've had this work on quite a few buildings: Nod/GDI Refinery, GDI Weapons Factory, Nod Airstrip (kinda) and even the Hand of Nod in one case (I was in an Orca). Remember, the next time Nod is barely holding out at their refinery and you need that extra little edge, position your tank so you can hit the MCT.

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