
Subject: Theres no trick to it, it's just a simple trick!
Posted by [Anonymous](#) on Wed, 24 Jul 2002 14:36:00 GMT
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As a hotwire or Tech assaulting the MCT of a building, I use place my proximity mines ON the MCT. If an enemy runs by it or gets too close trying to repair ir, the prox mines go off and hurt the building badly. My estimation is that 1 prox mine is 1/3-1/2 a remote. So, dump 6 proximity mines on the MCT, someone walks near it and it's as though another 2 remotes went off on it.
