
Subject: best strat mining mct with teammates

Posted by [Anonymous](#) on Sat, 15 Jun 2002 16:38:00 GMT

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Hehe, true dat Er, 1 timed C4 deals 2x the damage of a prox mine or a remote C4 to buildings. Prox mine does only 25\% of what it does against infantry to tanks or buildings. Remote and timed does full damage against all. A hotwire obviously can blow up a building, so 2 timed and 2 remote is definitely enough. yes, 2 timed and a remote is ok, but why risk them repairing it just enough to not let the second timed take care of it? Just slap down as much C4 as you can UNLESS, that is, you know that building is going to blow no matter what, and theres something better to blow up (slap timed on PT's for fun, or even people who just spawned and are currently shopping I once got a timed C4 on a PIC sydney once, but I threw C4 on him when he was just a minigunner. It pays to use C4 on peeps! Oh, and on the head too for fun, and you might get lucky, if they are all crowded around each other my maximum kill with one timed C4 (on a person) is 2, on the MCT is 4.
