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Subject: best strat mining mct with teammates

Posted by [Anonymous](#) on Fri, 07 Jun 2002 04:45:00 GMT

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I am new to the forum but not to the game. I played today and flew about 4 guys into the enemy base, we got in pp unharmed, so my guys loaded the mct up, there must be about 4 time c4s and 4 remote c4s, i ran over added my own, they detonated the remoted ones and it would be only matter of time before the timed ones go off and destroy the building, but i wanted points too, so I set off my remote ones and building is gone. I got a lot of points. (do you get more points for destroying it or is it proportional to the damage you do? I guess I wasted some of my guys timed c4s. We ended up winning the game and I got top score. 1. Is that ok to do? Or should I run to another building? (I destroyed 2 more on my own later) 2. How many mines (remote + time) does it take to take any building down? 3. What is the best way to handle this? should we communicate more so that not everyone end up mining the same mct? 4. Also, if you flew 4 people over, and they all ran off mining, it is so hard to sit in there and wait, I rather go out and mine too, but then you left the transport for the enemy....thoughts on this? I think I was still a team player because I defend my guys in the enemy base and pistoled few people down so my guys can stay in longer...Your opinion is welcomed! if you want to call me newbie, that is ok, but i would appreciate some good advice, i am trying not to be a n00b [ June 07, 2002, 04:52: Message edited by: what\_a\_rush ]

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