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Subject: Re: G00D STRATAGY!

Posted by [Tunaman](#) on Sun, 16 Oct 2005 07:45:27 GMT

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mision08 wrote on Fri, 14 October 2005 11:39No one else has gone into a building as a tech/hotwire placed 2 remote and 2 timed c4 on the MCT and it leave the building repairable? I don't know how many times it's happened to me. Just last week I placed all c4 on MCT at the airstrip, all alone as nod was routing us at walls. detonated my c4 and began my rant about how much bullshit it was and how it sucks then I heard BOINK!! The airstrip has been destroyed!!! My Prox mines at the front door finished it off. So my point is, the 5 remotes, or 2 timed + 1 remote = 100% damage is not set in stone. Call it a glitch call me a n00b say what you want but I know it doesn't always work. Or hell, I guess this only happens to me.

That same thing happens to my bro all the time. When I watch him, the c4 is not completely on the MCT because he runs right up to it. and he still won't listen to me. So, make sure all of you c4 are on the MCT completely. I've honestly never had a building not blow up using my 2 timed and 2 remotes, unless a timed or both remotes aren't completely on the front of the MCT.

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