Subject: Re: C4 Armor. Does it work?
Posted by Dover on Fri, 18 Jan 2008 12:33:21 GMT
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you can't kill MCTs that way. That's the reason C4 are sticky. Either it's attached and does full damage or it isn't and does none at all.

MCTs don't take splash damage, and that's why it actually does less damage to shoot an MCT with a splash-heavy weapon (Rockets, grenades) that it would if you shot the outside, or some random non-MCT part.

I suppose that's a good thing for balence, though, otherwise buildings would die super quick if you shot around the MCT with a MobArt or something (Shooting there is still a good idea, as it tends to pick off repair monkeys)