
Subject: How come people won't protect MCT?!
Posted by [Anonymous](#) on Thu, 12 Sep 2002 21:43:00 GMT
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how come everyone doesn't want to protect a structure.....wht is wrong with all these n00bs?!i told everyone tht the enemy team was going to rush the HON...then...everyone rushes into the tunnel to fire auto rifles at the APCs...how stupid is tht?! wen protecting MCT, just gather people to surround it...but use a basic player...like a engineer or soldier...so u won't lose creds, the enemy will plant their C4 on u rather than on MCT...obvious...but u give ur life for a good cause...

Subject: How come people won't protect MCT?!
Posted by [Anonymous](#) on Fri, 13 Sep 2002 08:08:00 GMT
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Because some people don't realize that Renegade is a game best played using TEAMWORK. The best strategy for protecting the MCT though is to mine the building or tunnels before a rush even occurs.

Subject: How come people won't protect MCT?!
Posted by [Anonymous](#) on Fri, 13 Sep 2002 16:51:00 GMT
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When I suspect an engie rush is gonna come I get an Ion cannon sydney/raveshaw or Havoc/Sakura and wait by the door with my gun aimed at head level. You can get all of them with one shot if they come in in a line .

Subject: How come people won't protect MCT?!
Posted by [Anonymous](#) on Fri, 13 Sep 2002 18:31:00 GMT
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But, most ppl dont come in a line, and if they throw a c4 on you, they get 100 pts, a kill, and you lose \$1,000. I just put my remote c4 on MCT. Whan they come up to it, b00m! Kills those rushers!

Subject: How come people won't protect MCT?!
Posted by [Anonymous](#) on Sat, 14 Sep 2002 03:21:00 GMT
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Exactly why stand at the door with a 1000 cred. unit when you can just use a free unit and place countless timed c4's by the mct such that they can't even get near it....

Subject: How come people won't protect MCT?!
Posted by [Anonymous](#) on Mon, 16 Sep 2002 09:27:00 GMT
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quote:Originally posted by C4kitty:Exactly why stand at the door with a 1000 cred. unit when you can just use a free unit and place countless timed c4's by the mct such that they can't even get near it....and how would you know when to place them? since they count down in 30 seconds - pretty good timing i suppose?were you talking of remote c4? well - they are not countless - you only have 30 - and if your placing them when you have prox mines out - it will erase them....this tactic is only good if you dont have any techs/hots/ and you protecting one to two buildings....

Subject: How come people won't protect MCT?!
Posted by [Anonymous](#) on Tue, 17 Sep 2002 08:11:00 GMT
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timed C4 rocks man =)placed a load around the MCT as nod, and waited in the Hand of nod for the usual Humvee with engineers/hotwires, they walked up 2 the mct and boom =)
