Subject: Smart Hotwire/Tech
Posted by lookitzhiep on Sun, 04 Jun 2006 14:47:28 GMT
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If you notice, you have 2 Remote C4s and 2 Timed C4s (duhh).

3 Timed C4s will take out a building. But most of us just use both remotes with the 2 timed c4s. The trick is; one remote is enough to take out a building along with timed c4s. Which means you may go inside another building with your other remote and gain a few more points.

Just something I noticed.. =]

Subject: Re: Smart Hotwire/Tech
Posted by Ma1kel on Sun, 04 Jun 2006 15:42:24 GMT
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u wanna get high?

Subject: Re: Smart Hotwire/Tech
Posted by Spoony on Sun, 04 Jun 2006 16:03:32 GMT
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It's far better to use the extra remote to be sure of killing the buiding. If you use 2 timers+1 remote, and an engi/tech repairs the building for a fraction of a second, he'll save it.

Subject: Re: Smart Hotwire/Tech
Posted by mision08 on Sun, 04 Jun 2006 22:52:52 GMT
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I just wanna get high like you.
You will gain 100 more points if you put it on a working MCT.

Subject: Re: Smart Hotwire/Tech
Posted by MexPirate on Mon, 05 Jun 2006 16:35:41 GMT
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and you will gain 250 extra points for finishing off a building.

Think its one of those things where you have to judge it on the situation. If I have loads of time and havn't been noticed I will wait for the timed's to blow then finish with my one remote, then if it gets repaired you can still finish it off - otherwise walk to the next building for the extra 100 points.

In 90% of the cases I would put all my C4 on the MCT. However, let's say you're in a 2v2 and you're rushing inside your partner's APC with a Hotwire. An Engineer and a Hotwire can kill 2 buildings if the Hotwire saves 1 remote. But, you can only take that risk if you're 100% sure nobody will even come close to repairing the building even from the outside.