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Subject: timed c4 mining.

Posted by [Anonymous](#) on Thu, 06 Feb 2003 00:12:00 GMT

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Just a note: when you place timed c4 on an MCT to assist your allies in tanks to destroy the structure, LEAVE THE BUILDING AS SOON AS YOU PLANT IT!!! Too often people will stay in the building to "keep an eye on" the c4. STUPID! 50% chance is that if the building isn't being attacked while the C4 is ticking, no enemy engineers will even look at the MCT long enough to notice that there's a small grey stick on it. If you're standing around in the building, however, they're going to shoot you, grab an engineer, and disarm it. Take Volcano for example: Once, I walked into the nod pp as a patch, planted C4, then ran into the power plant and started shooting the MCT (just long enough so that it said "nod tibref under attack"), then ran outside and shot the Nod mg'ers that started flocking in. I then sent a team message, "Attack the PP!" A few med tanks and a mrl were already incoming, so they began their raid on the pp. My C4 went off seconds after they got there, and a few hits later it was gone. If I had stood around inside the PP like an idiot, someone who spawned there would have spotted me, raised the alarm, donned an engineer costume, and disarmed the c4. However, I distracted their attention away from it. I just posted this because some idiot made the mistake of "watching" their c4.

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