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Subject: C4 REMINDER

Posted by [Anonymous](#) on Tue, 13 Aug 2002 17:09:00 GMT

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Another good reminder - in early game when cash is low a hotwire/tech and engineer riding in a humvee can take out two opposing buildings. Just make sure on the first building the hotwire saves one remote C4 and the engineer uses all of his c4s on the second building. The hotwire can run into the second building, plant the remote C4, and destroy the building. So, it takes 2 timed and 1 remote C4, or 3 Remote C4s and 1 timed.

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