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Subject: A slap of C4 on the back

Posted by [Anonymous](#) on Thu, 25 Apr 2002 13:00:00 GMT

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While the tactic itself works well, when do you find the time to go through all that? In most games I've been in the fighting is nonstop and if I stand still for any length of time (often even in my own base) I am dead real quick. Of course, when your team is well in the lead, there are all sorts of things you can try doing. Plus, as mentioned in many other threads, using remote C4 will count against your proxy c4 limit. On most maps, 30 is barely enough to protect the buildings. Timed is the best option if you get the timing down right. They don't count against the limit. My question is.. why can't you put C4 on yourself? quote:Originally posted by Tyrant \*Beo\*:Not always a humvee. Anyways, I played a for a while after i posted this message and I found that many people do this with remote C4. The engineer then stands back and watches from a hidden place, and the loaded soldier then goes to the enemy's choked entrance. The C4 sometimes stays on the ground once the soldier dies, but I've seen it disappear if the soldier gets run over, so it's better to get shot to death for this to work. So the C4 stays on the ground, and when a mammoth tank or mobile artillery comes through, half of it's armor and energy gets blown away. Most of the time it kills the engineers walking along with the tank trying to fix it. If the blast doesn't kill those engineers, a sniper always does. Once everything is done, the tank is ripe for destruction by a few rocket soldiers. [ April 25, 2002: Message edited by: Tyrant \*Beo\* ]

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