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Subject: Pros/Cons of booby-trapping your rush vehicle  
Posted by [Anonymous](#) on Sun, 14 Apr 2002 00:32:00 GMT

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Heck ya....Actually, this is a very sneaky tactic that has one brilliant use....and I've seen it work once to brilliant effect. Setting: Close to end of game. The enemy has one structure left, and almost the whole team is in there repairing as engines/techs...Your lobbing away at it with five or six vehicles, but it just won't die. So, you can either sit there and rack of points, or, if you get bored and just want to end it...Load up someone with tons of remote c4, maybe a few people, and have them run in to the building (you might have to have a few suicide's to take out the doorway proxy first), saddle up the the mct, and BOOM, all the good little repairing engines are so much wallpaper, and the vehicles are free to level the building. When I saw this happen, I laughed for a good 10 minutes!

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