
Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Wed, 10 Apr 2002 13:01:00 GMT
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quote:Originally posted by Particle Noun:So,I have a 7-10 split in my brain right now about a certain subject: The act of loading a few (read: 2 to 3) remote c4 on a buggy/humvee that you are planning on rushing with into the enemy base:Pro's: Well, there really is only one. When you sneak into base, you really don't want to let people know you are there by chasing down infantry firing your gun. This, for obvious reasons, blows any sort of surprise you might achieve with a sneak attack. If you don't want to leave a full health vehicle for the enemy you have to drive around until you get blown up....at which point, you have very little chance to sneak into the refinery and blow that mutha. Placing two remote c4 on your vehicle allows you, when you blow up your remote c4 in the building, to remove your offending vehicle from the game, and often times, right out from under enemy hands. It's very satisfying to hear the humvee's engines start up outside of your victim building (why people drive that vehicle away instead of checking the building for the enemy who LEFT IT THERE is still beyond me) and seconds later hearing the satisfying explosion of the powerplant AND the now enemy Humvee in blowing up in chorus together.Cons': Well, you're wasting two of your teams 30 limit for mines, as remotes count against the limit. However, you're not handing over a vehicle to the enemy either.I, myself, favor this tactic.Would anyone here be upset if they saw someone on their team do this? And I don't mean loading it up with c4...that's just dumb in my opinion. Just two to prevent it falling into enemy hands.....Ok, chime in.an easier way is to place remotely detonated c4 or if your a good driver/its a small map, you can place timed c4 on it, the restocking yourself.Saves on the prox, and is just as efficient.
