
Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Tue, 09 Apr 2002 10:28:00 GMT

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Rojan et al. Yeah, vehicle theives suck. I've found that pulling in round the back of your power plant or tib refiner is a good place for GDI to place your 2 C4 then refill. With Nod, if you drive up to the door in the airstrip, you can run in and refill pretty d@mn quickly. But.... Nothing will deter a good car jacker. And BLAZER... That is so funny!! I am definetly trying that next game. Just leave the buggy or humvee right out front of their base... like a trojan horse. Great idea. I guess it's better to leave it a little farther out from base so they don't disarm the c4. (Oh, that reminds me... always space your two c4 out, don't clump them both on the hood or rear bumper... they are very obvious this way. If you put one on the back bottom right and left, they are hard to notice.... unnoticed booby traps are a lot more fun Zukkov... you know, of course, that I would never actually presume to tell a texan correct cowboy lingo Thanks for the replies everyone.
