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Subject: A few fun strategies.

Posted by [flyingfox](#) on Thu, 10 Mar 2005 11:16:09 GMT

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WTF, I posted this 18 months ago. lol

there's something I've been doing for a while now. Join a server and play till c&c walls fly comes up. As soon as the game starts, the starting credits might be between 100-250. Buy an engineer, go to the front of the base, near the edge of the roadwork and place your 2 remote c4s relatively close together at either the left or right. Run back and get a refill, go back and place another 2 remotes at the middle of the entryway. Run back and get another refill.

by this time, keep an eye on your credits. The enemy might buy a buggy as soon as they hit 300 credits, or 350 for a humm-vee. If this is the case, constantly watch the chat for shouts of an incoming buggy or hummvee. Go back to the entrance and lay the last 2 mines on the side which you haven't touched. Now a vehicle might be coming right now, might come soon, or might never come for a while. Wait a little while because it usually does. As it comes through your entrance, detonate the remotes! You may kill it, but it might be left in red health. I used to do this on a server in not only walls, but complex and city. People would always say "nice mine laying" or "wtf, I can't believe that lame ass strategy worked"... :^)

also here is a picture of how your mines should be set out:

<http://www.n00bstories.com/image.view.php?id=1095835113>

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