

---

Subject: Right on the ball.

Posted by [TheTrueArcane626](#) on Wed, 07 May 2003 02:43:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

All too often the cheap units jip themselves out of their most valuable asset, the Timed C4.

I like many seasoned players, can recall many a time when a single well placed C4 on the ceiling or ground of a structure is what makes the difference. Nothing better than waxing three or four Engi's trying to clean a beacon.

Also, the timed C4 don't count to the 30 Mine/Remote C4 limit. As such they should be the primary explosive, if not for this reason then because everyone has at least one.

Oh and just something I have noticed in recent weeks, when you go for

Demo-Buggy/Demo-Humm-vee rushes don't lay your own C4 on the thing. It only kills you, gives the enemy a nice new troop killer and wastes a dozen or so good Feather Mines.

Like all players, I can not wait for the 20th and the dawn of PLANETSIDE.

Long live the Republic.

---