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Subject: Weapon Drop Tactic

Posted by [gibberish](#) on Mon, 19 Jan 2004 19:31:28 GMT

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There are a couple of servers that run a scripts.dll mod so that when players die they drop some goodies, this tactic is for those servers:

Run into an enemy building (with any character) throw your timed c4 on the MCT.

Wait for engineers to come along to fix it.

Kill them, about 50 % of the time they drop remote c4 use that on the MCT.

Repeat until the building is dead.

Gib

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