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Subject: C4s

Posted by [z310](#) on Wed, 18 Aug 2004 21:49:56 GMT

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If you can shoot to destroy the c4's once it takes so much damage it blows up, wouldnt that make the Renegade more challenging? Even funner for some of us? Like mining the base, you would have to mine in a way the peopel cant shoot the proximity mines. I would like this, what do you think?

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Subject: C4s

Posted by [WNxCABAL](#) on Wed, 18 Aug 2004 22:01:17 GMT

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Why don't you just give Nod the GDI All Access Card Key?

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Subject: C4s

Posted by [z310](#) on Wed, 18 Aug 2004 22:06:55 GMT

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Subject: C4s

Posted by [Demolition man](#) on Wed, 18 Aug 2004 22:09:13 GMT

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So you want ppl to place the C4 on a building shoot at it so it blows up even faster?

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Subject: C4s

Posted by [z310](#) on Wed, 18 Aug 2004 22:14:15 GMT

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maybe lol, i was only thinking of the prox

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Subject: C4s

Posted by [PermaGrin](#) on Wed, 18 Aug 2004 22:28:52 GMT

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Then you wouldnt need and engin/tech to disarm them, any character can bypass mined entrances.

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Subject: C4s

Posted by [Pendulum](#) on Wed, 18 Aug 2004 23:04:47 GMT

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this would be a good idea, but only with remote c4, anything else would just remove the challenge of the game

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Subject: C4s

Posted by [z310](#) on Thu, 19 Aug 2004 17:10:41 GMT

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Ya it was a stupid idea

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Subject: C4s

Posted by [Majiin Vegeta](#) on Thu, 19 Aug 2004 17:13:38 GMT

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remote c4's... i think that would be a good idea.. but not for the other C4's

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Subject: C4s

Posted by [z310](#) on Thu, 19 Aug 2004 21:36:24 GMT

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then also the remotes will stay after u die, the tech would have to remove them lol

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Subject: C4s

Posted by [Sn1per XL](#) on Thu, 26 Aug 2004 03:05:10 GMT

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That would be pretty cool if you could shoot C4 on peoples back...or when they are holding it.

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Subject: C4s

Posted by [pvtschlag](#) on Thu, 26 Aug 2004 20:05:57 GMT

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yea it would be fun to shoot the c4 that techs are trying to throw on you

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Subject: C4s

Posted by [Doitle](#) on Fri, 27 Aug 2004 00:33:57 GMT

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The only problem with that, is you will have greifers during heated matches, while Engineers are trying to disarm C4, blowing it up on the console. It allows a loop hole for people to injure their own buildings by prematurely detonating C4 which could be disarmed.

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Subject: C4s

Posted by [WNxCABAL](#) on Fri, 27 Aug 2004 12:41:08 GMT

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maybe, when an enemy destroys a remote c4, it does the exact same damage, exact same animation like when the owner of the c4 detonates it.

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