
Subject: fun with c4s

Posted by [ccrunch21](#) on Thu, 12 Oct 2006 20:23:37 GMT

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here is a great way to play when ur barrack and war factor is gone... get two engineers and remote c4 each with atleast 6. soo when you run up to a vechile on the oppostie side the other enginee blows his c4s which are on you... and this does alot of damage to the vechile but not you.

Subject: Re: fun with c4s

Posted by [futura83](#) on Thu, 12 Oct 2006 20:36:55 GMT

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you obviously havnt thought that remote c4 adds on to the mine limit and that this 'tactic' could destroy a few critical mines.

i rate this tactic a low 1/5

Subject: Re: fun with c4s

Posted by [ccrunch21](#) on Thu, 12 Oct 2006 21:00:00 GMT

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but when ur barrack and war factor are destroyed there won't be that many mines

Subject: Re: fun with c4s

Posted by [futura83](#) on Thu, 12 Oct 2006 21:05:18 GMT

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there will still be hotties/techs that can get refills and mine still.

Subject: Re: fun with c4s

Posted by [Zion](#) on Thu, 12 Oct 2006 21:09:12 GMT

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There'll still be a few (1 at least) Hotwire/Technician roaming the base to repair and remine things, so it's not one of the best ideas since he/she'll have to remine again.

This is one of the least satisfying tactic i have heard of, i mean, what if the guy (bomber) gets ran over by the vech? Really big waste of mines, or the guy is killed whilst running to the vech?

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if you do it on a vehicle (using proxies) they eventually dissapear when your moving, i dont think this stops them from blowing up when in contact, but i am unsure. then again servers would rate it as a glitch and there fore it would be cheating.

Subject: Re: fun with c4s
Posted by [jnz](#) on Sat, 14 Oct 2006 11:48:40 GMT
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i have put proxies on a person before, it is funny when a couple of miniuts later you here boink.

Subject: Re: fun with c4s
Posted by [Tzar469](#) on Sun, 15 Oct 2006 03:19:52 GMT
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dthdealer wrote on Fri, 13 October 2006 20:09if you do it on a vehicle (using proxies) they eventually dissapear when your moving, i dont think this stops them from blowing up when in contact, but i am unsure. then again servers would rate it as a glitch and there fore it would be cheating.

No, the c4 always blows up. It is annoying when the other team puts timed c4 on your vehical and you can't disarm it beacuse of this stupid bug. I've lost more than one stealth tank because of this

Subject: Re: fun with c4s
Posted by [puddle_splasher](#) on Mon, 23 Oct 2006 09:53:29 GMT
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[quote title=tzar469 wrote on Sat, 14 October 2006 22:19]dthdealer wrote on Fri, 13 October 2006 20:09 I've lost more than one stealth tank because of this .

More the fool, you!!!!

Stanks should be invisible and not chasing soldiers

Subject: Re: fun with c4s
Posted by [Tzar469](#) on Sat, 28 Oct 2006 23:24:47 GMT
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Ah, but what happens if you're being chased by PIC sydney's? If you're at their base and they're

good, you'll be fried long before you get out of range. Especially if you've just destroyed an apc with PICs inside.
