
Subject: The C4 is great against vehicles
Posted by [Anonymous](#) on Wed, 20 Feb 2002 08:11:00 GMT
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This isn't a new tactic, but it is a great tactic that I rarely see people use. Every character comes with at least one C4 charge. You can easily land this on a vehicle by running up to a vehicle and aiming a little high as you run by. The stealth Black Hand is great because you can hit a tank from behind with C4 then back up and start shooting. You can even do this to enemy infantry. I've been able to sneak up on players (mostly snipers not paying attention) and place C4 on them and run away and detonate. You just have to aim a bit high (for their head usually) and it will stick to them.

Subject: The C4 is great against vehicles
Posted by [Anonymous](#) on Wed, 20 Feb 2002 08:15:00 GMT
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And you get run over.

Subject: The C4 is great against vehicles
Posted by [Anonymous](#) on Wed, 20 Feb 2002 08:21:00 GMT
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Actually I do that all the time. You just have to make sure he's preoccupied, like battling, and be careful.

Subject: The C4 is great against vehicles
Posted by [Anonymous](#) on Wed, 20 Feb 2002 08:29:00 GMT
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You may be shocked at how far you can actually throw C4 and still have it land on a vehicle.

Subject: The C4 is great against vehicles
Posted by [Anonymous](#) on Wed, 20 Feb 2002 08:33:00 GMT
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As I said, you get run over, and they'll notice that you threw C4 on them. I have turret view lock on my tanks and I always take a look around my tank by spinning the barrel slowly to see if there are any C4 charges on it (If any infantry were uncomfortably close). If there are, I drive back to base and wait until it explodes (I repair the tank while I wait for the C4 to detonate) and repair it afterwards. Then I drive back out and continue onwards.

Subject: The C4 is great against vehicles
Posted by [Anonymous](#) on Wed, 20 Feb 2002 08:50:00 GMT
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If you're going to drive back to base to wait for it to detonate and then repair -Why not go back to base and disarm the charge and get 30 pts to boot without having to repair for nothing?TheFadedOne-WSWestwood Studios

Subject: The C4 is great against vehicles
Posted by [Anonymous](#) on Wed, 20 Feb 2002 09:53:00 GMT
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exactly what I was about to ask....

Subject: The C4 is great against vehicles
Posted by [Anonymous](#) on Wed, 20 Feb 2002 10:50:00 GMT
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lol!

Subject: The C4 is great against vehicles
Posted by [Anonymous](#) on Wed, 20 Feb 2002 11:19:00 GMT
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quote:Originally posted by TheFadedOne-WS:If you're going to drive back to base to wait for it to detonate and then repair -Why not go back to base and disarm the charge and get 30 pts to boot without having to repair for nothing?TheFadedOne-WSWestwood StudiosUsually by the time you get back to base the charge goes off. Atleast in my experiences that happens. When there is a ftank rush I get a hotwire and toss c4 on the incoming tanks an unmolested hotwire can tank out a flame tank in one go.

Subject: The C4 is great against vehicles
Posted by [Anonymous](#) on Wed, 20 Feb 2002 14:03:00 GMT
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quote:Originally posted by TheFadedOne-WS:If you're going to drive back to base to wait for it to detonate and then repair -Why not go back to base and disarm the charge and get 30 pts to boot without having to repair for nothing?TheFadedOne-WSWestwood StudiosBecause I prefer to stay away from C4 charges, if I am not sure of how long they have been there. I usually end up overestimating the time I have left before it detonates, then I die, and lose the vehicle to boot.

Subject: The C4 is great against vehicles
Posted by [Anonymous](#) on Wed, 20 Feb 2002 14:14:00 GMT
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IF you approach a vehicle from the side they can't run you over. Vehicles can't side strafe.

Subject: The C4 is great against vehicles
Posted by [Anonymous](#) on Wed, 20 Feb 2002 14:19:00 GMT
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Don't get me wrong, Ack.Many a time have I hopped out to disarm a C4 only to have it blow up in my face for all to laugh at me.Just trying to educate those that don't know you CAN disarm the thing once it's stuck on you. Not to mention, supporting engineers should look for them too.Nifty Bonus Info: If you shoot C4 with a weapon or repair gun, the damage/healing is also applied to the stickee. So, if you are disarming a c4 stuck to a vehicle, you are also repairing the vehicle at the same time...

Subject: The C4 is great against vehicles
Posted by [Anonymous](#) on Wed, 20 Feb 2002 14:19:00 GMT
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If the tank turns while it's backing up, and you get caught too close, you die.

Subject: The C4 is great against vehicles
Posted by [Anonymous](#) on Wed, 20 Feb 2002 14:21:00 GMT
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quote:Originally posted by TheFadedOne-WS:Don't get me wrong, Ack.Many a time have I hopped out to disarm a C4 only to have it blow up in my face for all to laugh at me.Just trying to educate those that don't know you CAN disarm the thing once it's stuck on you. Not to mention, supporting engineers should look for them too.Nifty Bonus Info: If you shoot C4 with a weapon or repair gun, the damage/healing is also applied to the stickee. So, if you are disarming a c4 stuck to a vehicle, you are also repairing the vehicle at the same time...Engineers rarely support anymore... They need more incentive to repair vehicles, you might get 50 points for repairing for ten minutes.

Subject: The C4 is great against vehicles
Posted by [Anonymous](#) on Wed, 20 Feb 2002 18:41:00 GMT
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Nope, that works great I do it all the time.....Find an isolated vehicle, put the C4 on it, follow it till the C4 blows than finish it with your rifle from behind(so it cant shoot ya).

Subject: The C4 is great against vehicles
Posted by [Anonymous](#) on Wed, 20 Feb 2002 19:18:00 GMT
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I heard some people complain that GDI is better early game since they can get a free grenade launcher, which means they can take out the harvester faster. But according what I've tried a successful engineer can take away more than half of the harvester's health if he successfully plant all the C4s. So if Nod (or GDI) can get two engineers they can make short work of the harvester, at least on the Under map. Can someone confirm this?

Subject: The C4 is great against vehicles
Posted by [Anonymous](#) on Wed, 20 Feb 2002 20:38:00 GMT
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I used a remote C4 to blow up an artillery once. I don't think that timed C4 will work very well. I tried once but they just drove away. Once I was using hotwire (an engineer before than I had enough money to buy hotwire)I played a very supportive role and only get killed twice in the game. I was so busy disarming nuke beacons for four times fixing damaged tank and lay mines in the tunnel. It was a 32 player game and I got 9th in points. Engineer can get you lots of points if used properly.

Subject: The C4 is great against vehicles
Posted by [Anonymous](#) on Thu, 21 Feb 2002 13:12:00 GMT
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C4 is an exelent way to destroy vehicles I do it all the time as eigher an engi who wants to kill it or the last act of a dying soldier. Most of the time people don't notice that c4 has been planted on them in the heat of battle. I find the timed c4 more usefull as a tool to use when you about to die, cause you might as well use it and try to do some damage. Another thing I like to do and I wish more would do is to plant them on the enemy harvester, 4 charges can easily waste the harvester and if you get it before it goes into the tiberium you arnt harmed and the enemy engis cant repair it without risk of death.

Subject: The C4 is great against vehicles
Posted by [Anonymous](#) on Fri, 22 Feb 2002 04:19:00 GMT
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quote:Originally posted by HitmanUltra:I heard some people complain that GDI is better early game since they can get a free grenade launcher, which means they can take out the harvester faster. But according what I've tried a successful engineer can take away more than half of the harvester's health if he successfully plant all the C4s. So if Nod (or GDI) can get two engineers they can make short work of the harvester, at least on the Under map. Can someone confirm this?Yep, it's no problem at all. If you're feeling ballsy, get a flamethrower instead. Throw your timed charge on before the harvester gets into the field, then flame it all the way back to the base

until it dies. If you're following it properly a lot of the GDI coming up from the base will not have a line of fire, nor will the guard tower. You'll probably die from the tower once the harvester goes, but you'll net 200 points, a lot of cash, and props from the rest of the team.

Subject: The C4 is great against vehicles

Posted by [Anonymous](#) on Fri, 22 Feb 2002 04:20:00 GMT

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And mr. aircraftkiller? I've yet to be run over by someone when I was sticking a bomb to their side. They can't sidestrape, so they can't stomp you from the side. I even do it to buggies and Humvees all the time. And you're missing a key point here... even if you do see that C4 and you go back to the base to disarm it, that's at least 30 seconds or so that your tank is out of commission. That's 30 seconds of advantage for the other team, especially if there's a bunch of tanks already at your base when people decide to get friendly with the plastique. Engineers don't need any more incentive to repair vehicles, either. The incentive is that your team's investment doesn't go down the tubes, and the enemies get owned by tanks. I don't repair to make money, I repair so other people on my team will be there to cover me later when I feel like pulling covert ops action or sniping. If your teammates can't understand a simple concept like that, find a new team. [February 22, 2002: Message edited by: Deathgod]

Subject: The C4 is great against vehicles

Posted by [Anonymous](#) on Fri, 22 Feb 2002 04:41:00 GMT

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I said IF the vehicle turns, which they usually do. You rarely catch a tank out in the field that is alone anyways, they'll nail you when you run up to plant C4 on one of their buddies. If they don't, and the tank you plant it on turns towards you, it can crush you even sideways. Trust me, I have stood next to a tank that was moving backwards and it must have smashed my feet or something, all I know is that it killed me. I've been beta testing for three months, I think I would know this sort of thing, dude; especially considering that I always do this.

Subject: The C4 is great against vehicles

Posted by [Anonymous](#) on Fri, 22 Feb 2002 17:35:00 GMT

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Found a very scary thing with getting C4 placed on your NoD s-tank, if you weren't quite sure that they placed C4 on it you find out as soon as you cloak cause the c4 doesn't , great for the eng trying to find it

Subject: The C4 is great against vehicles

Posted by [Anonymous](#) on Fri, 22 Feb 2002 18:51:00 GMT

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heheh... i was on a suicide mission... i had my whole team place timed c4s on my humvee... i then drove directly into the obelisk... killing a few soliders with me... it was fun and took down most of the obelisks health... but next time i tried i planted my timed c4 and someone drove off with it... i was mad but soon laughing after seeing them getting into a gunfight then suddenly exploding... serves um right for stealing...

Subject: The C4 is great against vehicles

Posted by [Anonymous](#) on Sat, 23 Feb 2002 00:24:00 GMT

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I'm sorry but it's not exactly difficult to run up and throw C4 at a moving vehicle and run away without dying. I question your skill if you can't do this consistently. Besides, being ballsy is part of the game. If you don't want to run out into a firefight for fear of being killed, more's the pity. My teammates like when tanks magically blow up because I sacrifice myself from time to time to C4 them all.
