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Subject: Friendly C4 & Beacons...

Posted by [Anonymous](#) on Fri, 15 Mar 2002 20:37:00 GMT

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Can you repair them, like as an engineer if another engy (enemy) got killed midway thru disarming it, and ur an engy, can u repair ur c4 up to full strength, this applies for beacons too. I could just imagine an enemy engy and friendly using the repair gun on a nuke beacon at the same time if it actually works...

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Subject: Friendly C4 & Beacons...

Posted by [Anonymous](#) on Fri, 15 Mar 2002 23:40:00 GMT

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haha.. good question. but the better one is, why wouldn't the engy trying to keep the beacon there, take out his pistol and pop the enemy engy?

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Subject: Friendly C4 & Beacons...

Posted by [Anonymous](#) on Sat, 16 Mar 2002 06:57:00 GMT

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Yea I realize that, but I thought it might be cool to repair the beacon after ya popped him too.

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Subject: Friendly C4 & Beacons...

Posted by [Anonymous](#) on Sat, 16 Mar 2002 08:15:00 GMT

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Well, sometimes it would be more useful to repair the beacon enough to let it have time to detonate in the few seconds you have left before Patch or another anti-infantry unit guns you down.

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Subject: Friendly C4 & Beacons...

Posted by [Anonymous](#) on Sat, 16 Mar 2002 15:23:00 GMT

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I know you can't repair C4, haven't tried a beacon but I'd assume it's the same.

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Subject: Friendly C4 & Beacons...

Posted by [Anonymous](#) on Sat, 16 Mar 2002 16:41:00 GMT

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ok i see there are players that want to repair the beacon. let's just say it's the price you pay for planting it. it's so destructive that once placed it is no longer repairable. it's not YOUR beacon, it belongs to the people now... lol

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Subject: Friendly C4 & Beacons...

Posted by [Anonymous](#) on Sat, 16 Mar 2002 19:21:00 GMT

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i really hate it when u can see the missle coming and then right b4 it hits they disarm it and nothing happens i think the if u can see the missle it should hit the target

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