
Subject: C-4 to protect vehicles (NOT the same proxy wasting one)

Posted by [Anonymous](#) on Mon, 01 Apr 2002 14:43:00 GMT

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I've tested this 3 times, and came to a conclusion:it's a good idea, but should only be done if it's convenient(sp?). It didn't even stop a guy once; on top of that, most harvesters produced in games are destroyed by vehicles, not infantry. Good strat though!

Subject: C-4 to protect vehicles (NOT the same proxy wasting one)

Posted by [Anonymous](#) on Mon, 01 Apr 2002 20:39:00 GMT

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Try putting proxy's on the front bumper of an apc and driving right into a soldier or tank

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Posted by [Anonymous](#) on Mon, 01 Apr 2002 20:43:00 GMT

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quote:Originally posted by Fronrunner:Try putting proxy's on the front bumper of an apc and driving right into a soldier or tankTOTAL WASTE OF TIME! Try driving into a soldier with any vehicle without proxy...guess what...you run them over and kill them anyway! As for hitting a tank, if you do a test I guarantee you that you can do 3x the damage with your machine gun rather than ramming him.

Subject: C-4 to protect vehicles (NOT the same proxy wasting one)

Posted by [Anonymous](#) on Mon, 01 Apr 2002 20:52:00 GMT

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proxies will only take out light vehicles and even then only if you hit them with 4 or 5. i did a test and 5 proxies will destroy a stealth if he runs over them(or rammed with them in this case), but won't do that much to the flame tank. besides, how many times do good players have to say to quit wasting your mines like that. all too often i see well placed mines disappear in a puff of smoke to somebody that's placing them in god awful places or trying to show off with the "mine" rush...

Subject: C-4 to protect vehicles (NOT the same proxy wasting one)

Posted by [Anonymous](#) on Mon, 01 Apr 2002 21:28:00 GMT

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I like making car bombs with hummers. I place C4 all over drive up to the hand of nod. i got all the c4 in the back so they can't see it, let em get in, when they drive by one of their buildins or teammates i detonate and laugh my @ss off

Subject: C-4 to protect vehicles (NOT the same proxy wasting one)

Posted by [Anonymous](#) on Mon, 01 Apr 2002 23:20:00 GMT

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my fave stunt is to put the remotecontrolled ones down on something like an apc or even a medium tank. take it near the base, and leave it for nod to take. when they get close enough.... another dirty [and reckless] trick gdi did on one server was LET them rush us. 7 rushes later we had amassed several stealth tanks, 3 apcs and some nod buggies. very reckless [we nearly lost the powerplant] but i think it was worth it.

Subject: C-4 to protect vehicles (NOT the same proxy wasting one)

Posted by [Anonymous](#) on Tue, 02 Apr 2002 00:21:00 GMT

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I've found this fairly effective, the few times i actually do it... Be a Tech/Hotwire and plant a few proxies on the back of YOUR harvester, this'll stop anyone from putting their little payloads on the back of them. You can do this earlygame with remotes, but you have to pay attention.

Subject: C-4 to protect vehicles (NOT the same proxy wasting one)

Posted by [Anonymous](#) on Tue, 02 Apr 2002 11:26:00 GMT

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U LOT R IDIOTSu can be killed by ur C4 so ur tank (APC) will get more damaged done to it then a bloomin light tank could (a trick for base defenders WITHOUT hot wires) hot Wires r 350, what i like doin is bonmbarding the entrance that the enemy is likely to come into with remote C4 and sit and wait for them.....they come and KABOOM! they die.....
