Subject: The walking time bome! Works great!
Posted by Anonymous on Sat, 20 Apr 2002 14:51:00 GMT
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Ok this is what you need to do. Get an engie and a solder, and then cover him with remote c4. e.g. http://members.cox.net/ahsan/c4a.jpg and back: http://members.cox.net/ahsan/cba.jpg Now escort him to the enemy building and when he gets close to the mct. Detonate the remote c4. if you put 30 mines on him it's a garrenteed destroy of the buliding.

Subject: The walking time bome! Works great!
Posted by Anonymous on Sat, 20 Apr 2002 15:38:00 GMT
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That's a huge waste of time, not to mention mines. Using 30 means no prox mines, thus enemy engies can come in and destroy your buildings without much trouble, and if your walking bomb gets killed you've only got a big pile of C4 lying around.Although it'd be mighty fun to actually succeed in it, especially if the building was under attack and there are half a dozen engies repairing

Subject: The walking time bome! Works great!
Posted by Anonymous on Sat, 20 Apr 2002 15:44:00 GMT
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check your spelling....lol

Subject: The walking time bome! Works great!
Posted by Anonymous on Sat, 20 Apr 2002 16:18:00 GMT
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it would't be too bad if C4 wasn't on the mine count

Subject: The walking time bome! Works great!
Posted by Anonymous on Sat, 20 Apr 2002 16:40:00 GMT
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Down with the mine count! It restricts too many things and foils some incredibly wasteful (and cool) tactics.

Subject: The walking time bome! Works great!
Posted by Anonymous on Sat, 20 Apr 2002 17:21:00 GMT

The limit makes sure getting into the enemy base isn't impossible, nothing more nothing less. (k so maybe lag is a factor as well)So you want too see an entire base filled with proxies, well I don't.And those great tactics you are talking about, there is no way you would be able to pull that off against real players. just put the c4 on the mct yourself, that does work and your timed doesn't count against the mine limit.

Subject: The walking time bome! Works great!
Posted by Anonymous on Sat, 20 Apr 2002 20:59:00 GMT

this tactic is great at the beginign of the round when no one has any money and can't afford a tech/hottie. Just let 2-3 engies decorate your face with some c4 (it is hard to see when you are covered with c4, so tell them to avoid the face if possible), also put more c4 to the front and get as close to the mct as you can.

Subject: The walking time bome! Works great!
Posted by Anonymous on Mon, 22 Apr 2002 01:03:00 GMT

Hmm, I see where that could be useful, like this time I was playing on volcano and both sides had all their building blown up except the tiberium refinery, and we just kept rushing each other over and over and dying, (i was getting an insane number of kills in the prosess) we could've just cleared the path for the "time bomb" and let him run in there and destroy the building, that would've been sweet. I'm sure this tactic will come in handy in the future, nice one

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Subject: The walking time bome! Works great!
Posted by Anonymous on Mon, 22 Apr 2002 09:08:00 GMT

Why not load someone up with Timed c4 and rush him to the enemy base with an APC? With a stopwatch you might be able to time it pretty well on most maps. Bigger ones wouldn't work.My question is.. if you have times c4 on you and you die, where does the C4 go? On the ground where you died?

Subject: The walking time bome! Works great!
Posted by Anonymous on Mon, 22 Apr 2002 10:02:00 GMT

quote:Originally posted by kubi0461:My question is.. if you have times c4 on you and you die, where does the C4 go? On the ground where you died?It just stays where the soldier died untill it

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goes off. If your getting beaten in the tunnels this can work. (have a few kills from it) I prefer to hand deliver c4 whether its timed, proxy or remote. Early on I'll throw a timed at random in the tunnel or if i get into the enemy base I'll go for a building mct placement, or a harvester drop if it's the right map. Any time you see a bonus box drop a proxy under it, then take the box. The box will reappear in the same spot right on top of a mine! ANYONE PLANNING TO PLACE C4 Should Send a Message Stating that they are Placing c4. Do not start off by placing 15 in the same spot Go for choke points in tunnels, Blind spots are good too. Don't put it too close together You can set off a chain reaction that does very little damage(no kill) and it can easily be taken out by a suicide run or a timed c4 dropped into the pile (enemy or freindly)I've cleared 15 mines with one timed and taken no damage. I'm sure the other guy was thinking " no Stealth is sneaking through our tunnel now." 15 mines go boom alot faster than they can be disarmed. Use mines and c4 as an offensive weapon if you get into a situation where it is too your advantage. I cant tell you how many times I've thrown proxies right at the enemy. CATCH!!!! You get damaged too but if your gonna die anyway die smiling because you hear "boink boink" as you kill a couple of the other team.

Subject: The walking time bome! Works great!
Posted by Anonymous on Mon, 22 Apr 2002 12:47:00 GMT
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quote:Originally posted by Corsair_734:Down with the mine count! It restricts too many things and foils some incredibly wasteful (and cool) tactics.Are you on acid? Unrestricted mines would make basically any structure infiltration impossible, plus more than 100 mines (twice that if you counted each side) would up lag considerably, as the server would have to keep tabs on moving units plus the positions of 200+ mines.