Subject: A slap of C4 on the back
Posted by Anonymous on Thu, 25 Apr 2002 09:48:00 GMT
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Am I the only one who uses this tactic? I always get my partner to stand while I slap a pack of timed C4 on their backs. They hop in a Humvee, or something fast, get near the enemy's front lines, and kablammo, kills 5 or 6 people, or 1 tank.When I ask someone to give ME some explosives on the back, no one tosses me a pack! I want more people to use this tactic!!!

Subject: A slap of C4 on the back
Posted by Anonymous on Thu, 25 Apr 2002 09:52:00 GMT
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quote:Originally posted by Tyrant *Beo*:Am I the only one who uses this tactic? I always get my partner to stand while I slap a pack of timed C4 on their backs. They hop in a Humvee, or something fast, get near the enemy's front lines, and kablammo, kills 5 or 6 people, or 1 tank.When I ask someone to give ME some explosives on the back, no one tosses me a pack! I want more people to use this tactic!!!I'm sure part of it is that only the person that placed the C4 will get points for it, although it is a team game.Also, it isn't always worth sacrificing a humvee for. On maps without defense it should be quite useful, though. Walk in and stand next to the MCT.

Subject: A slap of C4 on the back
Posted by Anonymous on Thu, 25 Apr 2002 10:28:00 GMT
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I'll have to try that Tactic....

Subject: A slap of C4 on the back
Posted by Anonymous on Thu, 25 Apr 2002 13:00:00 GMT
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While the tactic itself works well, when do you find the time to go through all that? In most games I've been in the fighting is nonstop and if I stand still for any length of time (often even in my own base) I am dead real quick. Of course, when your team is well in the lead, there are all sorts of things you can try doing. Plus, as mentioned in many other threads, using remote C4 will count against your proxy c4 limit. On most maps, 30 is barely enough to protect the buildings. Timed is the best option if you get the timing down right. They don't count against the limit.My question is.. why can't you put C4 on yourself? quote:Originally posted by Tyrant *Beo*:Not always a humvee. Anyways, I played a for a while after i posted this message and I found that many people do this with remote C4. The engineer then stands back and watches from a hidden place, and the loaded soldier then goes to the enemy's choked entrance. The C4 sometimes stays on the ground once the soldier dies, but I've seen it disappear if the soldier gets run over, so it's better to get shot to death for this to work.So the C4 stays on the ground, and when a mammoth tank or mobile artillery comes through, half of it's armor and energy gets blown away. Most of the time it kills the

engineers walking along with the tank trying to fix it.If the blast doesn't kill those engineers, a sniper always does.Once everything is done, the tank is ripe for destruction by a few rocket soldiers.[April 25, 2002: Message edited by: Tyrant *Beo*]

Subject: A slap of C4 on the back
Posted by Anonymous on Thu, 25 Apr 2002 13:14:00 GMT
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I havent found a way to put some C4 on myself.I have the demo, and on the multiplay there's only one map. Most of the players aren't that good, so we have time to make up those kind of schemes and plans, while the vehicles are backing off the enemy. I've played this map so many times I know it by heart, and I rule at it. There are little outposts and the engineer hides in there.It's very easy if everyone knows the drill, and I play with friends that know the play perfectly. Now I have no trouble getting a pat on the back and running into oncoming traffic.

Subject: A slap of C4 on the back
Posted by Anonymous on Thu, 25 Apr 2002 13:27:00 GMT
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standing next to the mct doesnt work!! some1 just posted and didnt test....im sure u will under stand that standing next to it IS A WASTE OF TIME!!!!!....phew that rant is done, NOW FOR THEITS PENUT BUTTER JELLY TIME!

Subject: A slap of C4 on the back
Posted by Anonymous on Thu, 25 Apr 2002 13:35:00 GMT
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quote:Originally posted by cliffkik0:standing next to the mct doesnt work!! some1 just posted and didnt test....im sure u will under stand that standing next to it IS A WASTE OF TIME!!!!!....phew that rant is done, NOW FOR THEITS PENUT BUTTER JELLY TIME!MCT? I didnt say nothin about an mct, although they are fun to blow up.

Subject: A slap of C4 on the back
Posted by Anonymous on Thu, 25 Apr 2002 16:21:00 GMT
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I was playing on a small server with the Hitman mod... and i had all 30 remote c-4 strapped to me as an MP.... Never seen such an intense explosion before... i have a screen, just gimme a while to convert.

Subject: A slap of C4 on the back
Posted by Anonymous on Fri, 26 Apr 2002 00:12:00 GMT
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I use something like it , annoying people standing still , on other team , sneak up drop the a gift and run , one of the funniest ways to kill people waste of c4 but one guy ran in to a pack of other people and i killed 3 or 4 people

Subject: A slap of C4 on the back
Posted by Anonymous on Fri, 26 Apr 2002 00:14:00 GMT
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Nope.. started doign this on the first day.Anyone manage to get the timing right with throwing proxies into the air and stpeing forward some so they land on you?   That way you could kamekaze..I always put 6 proxies on mammy to protect from flame tanks.

Subject: A slap of C4 on the back
Posted by Anonymous on Fri, 26 Apr 2002 00:41:00 GMT
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quote:Originally posted by kubi0461:I'm sure part of it is that only the person that placed the C4 will get points for it, although it is a team game.Also, it isn't always worth sacrificing a humvee for. On maps without defense it should be quite useful, though. Walk in and stand next to the MCT.Not always a humvee. Anyways, I played a for a while after i posted this message and I found that many people do this with remote C4. The engineer then stands back and watches from a hidden place, and the loaded soldier then goes to the enemy's choked entrance. The C4 sometimes stays on the ground once the soldier dies, but I've seen it disappear if the soldier gets run over, so it's better to get shot to death for this to work.So the C4 stays on the ground, and when a mammoth tank or mobile artillery comes through, half of it's armor and energy gets blown away. Most of the time it kills the engineers walking along with the tank trying to fix it.If the blast doesn't kill those engineers, a sniper always does.Once everything is done, the tank is ripe for destruction by a few rocket soldiers.[April 25, 2002: Message edited by: Tyrant *Beo*]