
Subject: in stead of putin tech in a apc 4 nod...
Posted by [Anonymous](#) on Sun, 19 May 2002 16:23:00 GMT
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fill it up with some Nod Chem Troopersim surprised that barly anybody realizes how fast these ppl destroy buildings.[May 19, 2002: Message edited by: Ghetto...]

Subject: in stead of putin tech in a apc 4 nod...
Posted by [Anonymous](#) on Sun, 19 May 2002 22:34:00 GMT
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But techs blow it even faster since they get more C4.. 2 techs with 2 timed c4 each is already enough to disarm it. Plus they both get remotes as well. It's faster than shooting it with a chem gun.

Subject: in stead of putin tech in a apc 4 nod...
Posted by [Anonymous](#) on Sun, 19 May 2002 22:57:00 GMT
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The chem gun attracts too much attention. The voice alert will sound, chem plumes sometimes go thru the building and can be seen.

Subject: in stead of putin tech in a apc 4 nod...
Posted by [Anonymous](#) on Mon, 20 May 2002 01:56:00 GMT
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or you could put 2 techs and 2 chem troopers in. I hardly see any rushes that don't just involve engies. Once there's two engies in the APC, I'd much prefer to fill it up with offensive troops, esp. shotgunners and flame troopers. The few times this has happened none of the C4 has been disarmed, even with half the opposing team running in.

Subject: in stead of putin tech in a apc 4 nod...
Posted by [Anonymous](#) on Mon, 20 May 2002 03:29:00 GMT
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The optimal thing to do would be to have 3+ chemtroopers. Three chemguns do so much damage so quickly that it will be very hard for the enemy to save the building, especially if they use their C4 as well.

Subject: in stead of putin tech in a apc 4 nod...

Posted by [Anonymous](#) on Mon, 20 May 2002 10:53:00 GMT

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quote:Originally posted by Aramachus:But techs blow it even faster since they get more C4.. 2 techs with 2 timed c4 each is already enough to disarm it. Plus they both get remotes as well. It's faster than shooting it with a chem gun.No, but see often, even though techs are dangerous, you'll lose them much faster, since they can't defend themselves. Also, there's the fact that when the engies start pouring in, the tech can't boink fast enough. This will mean that the timed c4 will get disarmed. However, even one flamethrower infantry can cause all hell to break loose in the building and the engies will get boinked before having time to disarm the c4s.

Subject: in stead of putin tech in a apc 4 nod...

Posted by [Anonymous](#) on Mon, 20 May 2002 11:33:00 GMT

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2 engies, a minigunner, a flamer, and the guy who's got the APC should stay in and keep people busy as long as possible. But make as little disturbance as possible. If the APC guy charges around looking for trouble, they know you're there. If he hides and waits for trouble to come it buys more precious time.

Subject: in stead of putin tech in a apc 4 nod...

Posted by [Anonymous](#) on Tue, 21 May 2002 18:10:00 GMT

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In building runs I always rush into buildings plunking two or three proxies (unless team is at limit) then place my C4.Sometimes someone will run in and die, other times I die before my remotes go off, but usually the timed goes off.
