
Subject: Here is a Tactic - stop Repairing the SAPPERS!
Posted by [Anonymous](#) on Fri, 02 Aug 2002 06:32:00 GMT

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How many times have i run into a building to /repair/kill the sappers (perps that are in the process of "sapping"/"destroying" your stuff) and some id FRIENDLY engie/hottie/techie will be there repairing them?i dont mean the occasional hitting of the beam - i mean when the sapper is STANDING right in front of the beam - getting repaired...???Cant you see your repairing the ENEMY ???what is up with that?yeah i know your trying to repair the MCT/defuse the mines - so - go RIGHT up to it an repair from there - so they cant get in front of the beam --but wait - you say - i might get destroyed when the mine goes off -- SO? giving your life for the cause is part of the game. (and you should of taken care of the enemy first - some smartly placed remote C4 does the trick)Plus - if you see the engie doing the front/back dance on the MCT -- get in front of them and take the C4 on you - yeah - you might die - but if you have the C4 on you - then the building doesnt die -- more important!One game - i saw 5 team players stay in front of the MCT - and they took all the C4 on them - granted - it killed them - but the building lived.Plus - 75\% you regenerate in the same building (not sure of the exact percentage)SO - the tactic is "Dont Repair the Enemy"
[August 02, 2002, 06:37: Message edited by: StoneRook]

Subject: Here is a Tactic - stop Repairing the SAPPERS!
Posted by [Anonymous](#) on Fri, 02 Aug 2002 06:51:00 GMT

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or.. just blow them up with remotes

Subject: Here is a Tactic - stop Repairing the SAPPERS!
Posted by [Anonymous](#) on Fri, 02 Aug 2002 07:12:00 GMT

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BLUE BEAM RUSH 0wns y00

Subject: Here is a Tactic - stop Repairing the SAPPERS!
Posted by [Anonymous](#) on Fri, 02 Aug 2002 08:14:00 GMT

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LoL!

Subject: Here is a Tactic - stop Repairing the SAPPERS!
Posted by [Anonymous](#) on Fri, 02 Aug 2002 09:01:00 GMT

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Hmm, well you have to be pretty darn stupid to not notice the enemy when he comes in your

bluebeam while you repair the terminal/c4. You have to be even MORE stupid to not take action and thus repair the enemy. If it happens, it will be a n00b. I don't think that people who repair the enemy are actually active on this message board. But it's worth a shot, i agree. Standing in front of the MCT is a good idea but only in a few, rare, occasions. If there are more enemy hots/techs in your building they'll first get you with remotes and once you're gone they'll put on the timed c4 and mine the entrances. Then you are in trouble, especially when your teammates dont just walk over the mines but start repairing them. As for the percentage it think 75% is a bit too optimistic (optimistic is the defence point of view). It would be interesting to learn more about spawning places. Are they random? Do they depend on friendly activity, enemy activity?

Subject: Here is a Tactic - stop Repairing the SAPPERS!
Posted by [Anonymous](#) on Fri, 02 Aug 2002 09:52:00 GMT
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there just random -- but it always seems to me i respawn in a "hot" lz....

Subject: Here is a Tactic - stop Repairing the SAPPERS!
Posted by [Anonymous](#) on Fri, 02 Aug 2002 11:29:00 GMT
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"there just random -- but it always seems to me i respawn in a "hot" lz...." Lucky you, I seem to spawn at the building farthest away from the action.

Subject: Here is a Tactic - stop Repairing the SAPPERS!
Posted by [Anonymous](#) on Fri, 02 Aug 2002 13:49:00 GMT
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If you want to kill those pesky engies who love c4 tossing shoot them with ur gun. Its that simple. You can avoid their C4 and kill them and you have to be very fast and accurate or they have to be very dumb to kill them with c4
