
Subject: What a fluke and a pretty good tactic.
Posted by [Anonymous](#) on Mon, 19 Aug 2002 07:41:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yep -- timed c4 in places not expected -- always a good thing...BTW - if your in a sapper party - chuck some on the ground by the MCT -- (with 3 Hot/Tech's - you should have more than enough)sometimes - if you keep the repairers off for a while - your rewarded with a loud "boink" and the building dies.... They never seem to see it on the ground at their feet... [August 19, 2002, 07:42: Message edited by: StoneRook]

Subject: What a fluke and a pretty good tactic.
Posted by [Anonymous](#) on Mon, 19 Aug 2002 10:20:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

This reminds me of a hilarious situation about timed C4. It was on Hourglass and I was playing one of my buddies on a 32 player server. We were talking on the phone and I was on Nod and he was on GDI. At the beginning of the map the tunnel fight was pretty intense. We both rushed in and got some kills and got killed. I get a LCG and he has a Gunner. As soon as I step into the tunnel I see him as a Gunner shooting at me. I took him out and he says on the phone that he is coming to get me. There's no enemy in the tunnel so I run up to the first wall and put a timed C4 on it and go back to the Nod tunnel entrance. I'm in 3rd person view but have the screen turned so I can see into the tunnel but not be seen. I see him round the tunnel with his Gunner and line up to shoot anyone that comes into the tunnel. At the precise moment that he stopped at the wall my C4 detonates and kills him. He's like WTF? I'm laughing so hard on the phone that my side hurts. I still tease him about that today.

Subject: What a fluke and a pretty good tactic.
Posted by [Anonymous](#) on Mon, 19 Aug 2002 11:55:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

LOL!

Subject: What a fluke and a pretty good tactic.
Posted by [Anonymous](#) on Mon, 19 Aug 2002 12:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

My brother was playing Renegade and I decided to watch cause I had nothing else to do.Anyway I forget what map it was, I think it might have been walls-flying and my brother had become Gunner.He walked the long distance to the base and found the airstrip under attack by a GDI medium tank, he decided to help as the airstrip only had a few cells of health left.He fired a couple of rockets into it and readied his timed C4.When he burst through the door he found around 3 tech's going to repair the building and a regular machine gun solider at the purchase terminal.The tech's pulled their pistols and my brother threw his C4 on the ground near the PT and ran.he was mowed down outside, but the airstrip was still deystroyed by the tank.Back at the GDI base he

bought Gunner again (he loves rocket soldiers) and then, all of a sudden there was a loud boink and ,shadex99(his name) killed ***** , appeared about 5 times we sat there in stunned silence before we burst into laughter. So there ya go, if you want to waste your timed C4 instead of putting it on the MCT or if you can't put it on there put it near a Purchase terminal that you know is used frequently and you'll more than likely **** a whole lot'a people off.

Subject: What a fluke and a pretty good tactic.
Posted by [Anonymous](#) on Mon, 19 Aug 2002 12:27:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

yerp it works well. although i dont know why there would be 5 techs in a dead ref. if your not going to make the mct or know it will be dissarmed. just chuck it on the wall

Subject: What a fluke and a pretty good tactic.
Posted by [Anonymous](#) on Mon, 19 Aug 2002 18:26:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

You could also attempt to get it on one of the repairers... If luck holds out they won't notice it and run to repair the mct. Only for it to blow up killing them all and damaging the mct more.
