
Subject: timed c4 mining.

Posted by [Anonymous](#) on Wed, 05 Feb 2003 18:03:00 GMT

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I like for them to see me and take the whole 30 seconds to try in kill me(chase me around the buiding). Meanwhile, Boom

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Posted by [Anonymous](#) on Thu, 06 Feb 2003 00:12:00 GMT

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Just a note: when you place timed c4 on an MCT to assist your allies in tanks to destroy the structure, LEAVE THE BUILDING AS SOON AS YOU PLANT IT!!! Too often people will stay in the building to "keep an eye on" the c4. STUPID! 50% chance is that if the building isn't being attacked while the C4 is ticking, no enemy engineers will even look at the MCT long enough to notice that there's a small grey stick on it. If you're standing around in the building, however, they're going to shoot you, grab an engineer, and disarm it. Take Volcano for example: Once, I walked into the nod pp as a patch, planted C4, then ran into the power plant and started shooting the MCT (just long enough so that it said "nod tibref under attack"), then ran outside and shot the Nod mg'ers that started flocking in. I then sent a team message, "Attack the PP!" A few med tanks and a mrl were already incoming, so they began their raid on the pp. My C4 went off seconds after they got there, and a few hits later it was gone. If I had standed around inside the PP like an idiot, someone who spawned there would have spotted me, raised the alarm, donned an engineer costume, and disarmed the c4. However, I distracted their attention away from it. I just posted this because some idiot made the mistake of "watching" their c4.

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Posted by [Anonymous](#) on Thu, 06 Feb 2003 00:14:00 GMT

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On the other hand, someone could spawn in the building you just C4d, notice the C4 and disarm it.

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Posted by [Anonymous](#) on Thu, 06 Feb 2003 17:27:00 GMT

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That way, you're relying upon their idiocy. If you go in as a hotwire, for example, lets see you kill an experienced sakura with a pistol, or not get hit by her.

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Posted by [Anonymous](#) on Thu, 06 Feb 2003 18:23:00 GMT

It your a hotwire, throw your mines! With all that C4 on terminal, and you guarding it + your mines, even a Sakura would think twice about charging into 6 mines. And veen if you did get killed, either the Sakura would risk trying to get past your mines with an engi/techie to try to disarm the C4. Ok, you got 200 pts for both remotes. Meanwhile, both timed are ticking. If it takes the Sakky 10 seconds to kill you, only 20 left to disarm both fuses, and get past your mines! So they have to pay \$1350 to maybe save the PP. Even if they both get disarmed, you got 200 points toward your teams score! So guarding the C4 is awesome! Be a patch for instance. . .Lay C4 on Volcano map, on Ref. Stand and guard it. SOme guy spawns in Ref, you headshot kill him with about 10 rounds. He shouts alarm. By the time the engi's get there (hope they have backup), prolly 15 secs is gone on fuse! If their lucky 10. Well, they have 20 seconds to kill you AND disarm the C4. Well, it goes KER-POW, and you make a break for the near tunnel. By guarding it, you prevented it from being disarmed! (and mayB got a few kills in the process)

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Posted by [Anonymous](#) on Fri, 07 Feb 2003 16:42:00 GMT

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Who says that Sakura has to charge into the c4? Only a moron would do that. What I mean is that the Sakura would kill you, buy a free engineer or tech, and disarm at least one of the timed. While doing this, she raises the alarm, and as the remaining timed goes off, it brings the building down to red...but does no better than that (one timed plus two remotes does not destroy an entire building). As a tech, plus with a few engies coming, the building will not be destroyed, even if an assault comes- everybody on the other team was prepared for it.
