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Subject: Undisarmable timed c4's!

Posted by [Anonymous](#) on Fri, 26 Apr 2002 13:12:00 GMT

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I talked about that in my tactics post from a while ago, i also found it works real good if you can plant the c4 directly on top of the nuke beacon - that way if the engies in a rush they try to ignore the c4 but the target keeps switching between the two inevitable forcing them to disarm the c4 - plus it will blow up if they ignore it too long! remember one level i snuck into the gdi base and set one behind the infantry barracks, i protected it for a bit but they i had a gunner, a tank and three engies after me and the nuke - about 3 seconds after i died my c4 went off and killed all the engies leaving it enough time to go off

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