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Subject: Take out the power on the air city map!

Posted by [Anonymous](#) on Tue, 23 Apr 2002 06:39:00 GMT

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If I have time, I also like to place them on the bottom of that console thing in the middle of the power plant room.. opposite of the MCT. That way incoming engineers run in and set those off as they get near the MCT. The ones at the door (just far enough away to avoid vehicle explosion) usually do the trick unless the chinook was loaded with engineers. quote:Originally posted by Mikeon:just don't put c4 on the door or on the ceiling or walls around the door! I swear i saw this guy put it there and i asked "What would happen if the chinok landed near there" sure enuf a chinok landed all the c4 blew and engys got in unharmed. Good thing i ploped a few remote c4 around mct

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