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Subject: The walking time bome! Works great!

Posted by [Anonymous](#) on Mon, 22 Apr 2002 01:03:00 GMT

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Hmm, I see where that could be useful, like this time I was playing on volcano and both sides had all their building blown up except the tiberium refinery, and we just kept rushing each other over and over and dying, (i was getting an insane number of kills in the prosess) we could've just cleared the path for the "time bomb" and let him run in there and destroy the building, that would've been sweet. I'm sure this tactic will come in handy in the future, nice one

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