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Subject: The C4 is great against vehicles

Posted by [Anonymous](#) on Fri, 22 Feb 2002 04:19:00 GMT

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quote:Originally posted by HitmanUltra:I heard some people complain that GDI is better early game since they can get a free grenade launcher, which means they can take out the harvester faster. But according what I've tried a successful engineer can take away more than half of the harvester's health if he successfully plant all the C4s. So if Nod (or GDI) can get two engineers they can make short work of the harvester, at least on the Under map. Can someone confirm this?Yep, it's no problem at all. If you're feeling ballsy, get a flamethrower instead. Throw your timed charge on before the harvester gets into the field, then flame it all the way back to the base until it dies. If you're following it properly a lot of the GDI coming up from the base will not have a line of fire, nor will the guard tower. You'll probably die from the tower once the harvester goes, but you'll net 200 points, a lot of cash, and props from the rest of the team.

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