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Subject: The C4 is great against vehicles

Posted by [Anonymous](#) on Wed, 20 Feb 2002 19:18:00 GMT

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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?

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