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Subject: Single nuker in 16 vs 16 game

Posted by [stealthkiller](#) on Wed, 23 Mar 2005 23:47:40 GMT

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fox you answered your own question. laying c4 on another building makes GDI think thats where the building is when is blows.

if your on any flying level and there is wep drop, i usually take out the wf first. grab some remotes, place them at the top of the ramp, lay your beacon, and you can take out the first person to come up with your remotes. if its an engine, you can also pick up his remotes and repeat the process. this can also be done when nuking the inside of buildings. i once picked up enough remotes to place 3 remotes at each door of the bar. after laying a nuke on the ped, the first person to come in died, and conveniently enough he was an engine. i picked up his remotes, picked the right door based on layout of the base, lay my remotes, and (once again) blew up the next engine comin in. so if you're in a wep drop server, def pick up some remotes along the way.

the downside of nuking inside is that it is much easier for an engine/hottie to use remotes to blow you up. this is where remote dodging comes in handy, because if you can manage to lose only a little health from each blast, you usually keep engines occupied enough that even if you die, the nuke is too far gone to disarm.

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