
Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by [Jamie or NuneGa](#) on Sat, 23 Feb 2008 18:05:45 GMT
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Going back to the point about timed c4... unless someone is using advantage skins the timed will be less likely to be seen than the nuke, therefore it won't give the nuke away.

Furthermore the c4 is very helpful against hotty's as it may just kill one of em and in a small spot the timed could cover the main disarmament place.

Also the c4 would cause most(not all) hotwires to keep their distance from the nuke through fear of killing blown up. Thereofr increasing the disarmament time with can often cause a nuke to go off, just due to the fact that someone stands too far away.

Therefore if you have a timed c4 use it to cover a nuke.

Another tactic I find useful in smaller player games is using the c4 on an mct far away from the nuke spot, which often causes people to go investigate and get maximum distance from actual nuke.
