
Subject: How many timed C4s does it take?

Posted by [Anonymous](#) on Sun, 03 Mar 2002 10:11:00 GMT

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How many timed C4s does it take at the beginning of a game to take out a harvester?--Thanks.

Subject: How many timed C4s does it take?

Posted by [Anonymous](#) on Sun, 03 Mar 2002 10:20:00 GMT

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4 I believe, not 100\% sure anymore but those harvester can take a punch. I usually drop timed and remote C4 on it near beginning, it takes em to like 3/4th health, and remote C4 does crap dmg, so I think 4 timed C4's should do.

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Posted by [Anonymous](#) on Sun, 03 Mar 2002 20:00:00 GMT

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I used 4 on the C&C Mode Tutorial and it worked. Haven't tried it online yet.

Subject: How many timed C4s does it take?

Posted by [Anonymous](#) on Sun, 03 Mar 2002 20:24:00 GMT

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I'm pretty sure you can get 2 engineers, plant all the remote and timed and it will blow up. I guess 2 remote C4 equals 1 timed C4
