
Subject: timed C4

Posted by [Anonymous](#) on Mon, 11 Mar 2002 13:41:00 GMT

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Most(maybe all, I don't know) characters have the timed C4. I've tried selecting it and pushing my primary fire button. I back up and watch...nothing happens. I push my secondary fire...nothing happens. I plant another one and stand still...nothing happens. I press my action key...nothing happens.It sure would be nice if I knew how to detonate this stuff.

Subject: timed C4

Posted by [Anonymous](#) on Mon, 11 Mar 2002 13:50:00 GMT

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it takes 30 seconds for it to blow up, and no, there is no magic trick to make it explode sooner

Subject: timed C4

Posted by [Anonymous](#) on Mon, 11 Mar 2002 13:53:00 GMT

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So, it does eventually blow up? I don't have to do anything but drop it right? Can they be disarmed by techs?

Subject: timed C4

Posted by [Anonymous](#) on Mon, 11 Mar 2002 13:56:00 GMT

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yea, just drop it and defend it (if its on an MCT). it can be disarmed by engies.also it stays if you die, unlike remote c4

Subject: timed C4

Posted by [Anonymous](#) on Mon, 11 Mar 2002 19:39:00 GMT

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I am not positive but I think you can detonate the timed c4 if you detonate 2 remote c4's with it. I never been really around to check cause usually that's when the MCT/building goes BOOM.

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Posted by [Anonymous](#) on Mon, 11 Mar 2002 20:23:00 GMT

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Uhm no.... its a twenty second charge no matter what. One thing I have noticed is sometimes you have to wait one or two seconds before you can toss it. Some good places to use it are:- on MCT of enemy building- on enemy harvester- on enemy trooper or tank- next to your beacon to destroy any one trying to disarm it- and sometimes just tossing it in an enemy tunnel. It amazing how much of a punch one of these packs.

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Posted by [Anonymous](#) on Mon, 11 Mar 2002 21:24:00 GMT

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its 30 secstwo timed and 2 remotes on a MCT will take down any building

Subject: timed C4

Posted by [Anonymous](#) on Mon, 11 Mar 2002 23:51:00 GMT

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You need more then 2 remote C4 explosives to take down the NOD Obelisk, or GDI AGT. Unforunatly you need to use 2 remote C4 and 2 timed C4 explosives to destroy them, and thats with using them directly placed on the MCT of the building!!!

-----"Inferior tactics detected" – Cabal"By the way, missile launch detected!" – Cabal[March 11, 2002: Message edited by: djkmDevastator]
