
Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Mon, 08 Apr 2002 14:11:00 GMT
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So,I have a 7-10 split in my brain right now about a certain subject: The act of loading a few (read: 2 to 3) remote c4 on a buggy/humvee that you are planning on rushing with into the enemy base:Pro's: Well, there really is only one. When you sneak into base, you really don't want to let people know you are there by chasing down infantry firing your gun. This, for obvious reasons, blows any sort of surprise you might achive with a sneak attack. If you don't want to leave a full health vehicle for the enemy you have to drive around until you get blown up....at which point, you have very little chance to sneak into the refinery and blow that mutha. Placing two remote c4 on your vehicle allows you, when you blow up your remote c4 in the building, to remove your offending vehicle from the game, and often times, right out from under enemy hands. It's very satisfying to hear the humvee's engines start up outside of your victim building (why people drive that vehicle away instead of checking the building for the enemy who LEFT IT THERE is still beyond me) and seconds later hearing the satisfying explosion of the powerplant AND the now enemy Humvee in blowing up in chorus together.Cons': Well, you're wasting two of your teams 30 limit for mines, as remotes count agains the limit. However, you're not handing over a vehicle to the enemy either.I, myself, favor this tactic.Would anyone here be upset if they saw someone on their team do this? And I don't mean loading it up with c4...that's just dumb in my opinion. Just two to prevent it falling into enemy hands.....Ok, chime in.

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Mon, 08 Apr 2002 15:07:00 GMT
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There are no pros to that. If you're going to try and take out anything you're going to need all the C4 you can get to take out a building. If you use the 2 timed, the building won't blow. It's that simple.

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Mon, 08 Apr 2002 15:21:00 GMT
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thats why u put 2 c4 on.. reload then go stupid newbie

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Mon, 08 Apr 2002 15:22:00 GMT
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Yeah GeigerBC, I didn't think I'd actually have to mention that...I thought it'd be pretty obvious. You place your two remote c4, then REFILL at the terminal, THEN you go on your run...Now that that's clear, how do you feel about the tactic.....

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Mon, 08 Apr 2002 16:15:00 GMT
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thats a really cool tactic, i'l have to try it, thanks for the tactic Particle!

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Mon, 08 Apr 2002 16:19:00 GMT
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Thanks! I use this all the time now, as I HATE seeing that humvee I just left come barreling back into base with the lill' old red box round it...

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Mon, 08 Apr 2002 16:34:00 GMT
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Why dont you take a rider --(NOTE - let the pax jump first -- if the driver jumps - the pax cant do anything for a period of time - anyone else notice this?)They run in - plant - while your covering -then they run out - you hop out and they hop in to cover you.you run in and the building goes boom.ProsYou Kill defenders trying to get in building.You Dont give up a ride.You have a ride to the next building or back to base.Cons you might lose the ride -- but your still alive to run in.
*hmm - seems like a pro*thats about all i see....

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Mon, 08 Apr 2002 16:43:00 GMT
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I usually C4 my vehicles, there's really nothing to lose by doing so. But it is better to have a driver, if you can find a good teammate that you can trust. It is nice to ahve a driver because then you can get out, c4, and then he gets out and c4 and u take over in the vehicle. It's a much better way to cover than both people going in and guarding from inside. You just have to listen for the sound of the engy repair gun

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Mon, 08 Apr 2002 16:49:00 GMT
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This is, of course, the prefered method....however I can rarely find peeps willing to share my ride, or go on a rush with me. I agree that it is always 100\% preferable to have someone WITH you in the car. In those cases where you can't find a rider, I recommend this strategy....

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Mon, 08 Apr 2002 19:16:00 GMT
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FWIW I think booby-trapping vehicles is a waste of time and could jeopardise base defense. Unless you *know* there is " C4 budget" available. How many times do you actually make it to your destination without the vehicle being destroyed? Likewise how often do you get in un-noticed by the ops? Chances are you'd be too preoccupied with placing your beacon/charges to know when anyone was near or in your ride. The idea of having a passenger is better: not only is your ride safe from capture, you have someone watching your tail, and if you're quick/lucky, you could swap and double the C4 on the MCT. Thinking about it, if, say, your hummer is blocking the building doors and the ops can't kill it quick enough (i.e. occupied by a passenger) they might opt to go around the other side, in which time your charges should have gone off Just another side of the \$0.02 coin!

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Mon, 08 Apr 2002 19:29:00 GMT
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To clarify, in the interest of...well, clarification:1. Yes, I agree, it is always better to have someone with you in the car. I myself find this surprisingly and annoyingly difficult to find. People should be jumping at the chance for a ride, but...well...they're not.2. I very very often find I make it into base without any damage, and, also, without anyone from the enemy base immediately noticing me. If I didn't, I probably would never have had a reason to think of this strategy. And, as I wrote, when they do notice me, 9 times out of 10 they DRIVE AWAY IN THE D@MN VEHICLE instead of coming in to investigate. So, here is my clarified question (it's always good to narrow it down) IF, and this is a big if....IF you can not find someone to ride with you, IF you make it into base unnoticed and with full vehicle health, IF you are able to park, enter the building and set c4 while SOMEONE DRIVES AWAY WITH YOUR VECHILE....IS it better to risk losing 2 C4's from your base by using two extra remotes to destroy your ride, OR better to leave a full health humvee/buggy for the enemy and save the two C4, OR better to just never run out on your own in a buggy for this sort of adventure period. I will never be able to deal with that last bit...I consider myself a real team player, BUT, I've been so succesful (and had a very good time) with solo hotwire runs. So, now we're narrowing it down. Any more thoughts? (boy, can't tell I'm biased toward this tactic can ya?)

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Mon, 08 Apr 2002 20:18:00 GMT
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oh particle dude, you're too d@mn politically correct. it's a game! i know you know what you're doing, so just do it! you don't need the consences of us forum "lurkers" to give you permission! lol..the "don't waste mines" posts are for newer players that really don't understand what mines are to be used for. you on the other hand, understand full well the usage of mines and know there role is as much offensive as defensive. that brings up another point about base D fellas. just because you planted mines in all the key areas around the base, doesn't mean you can just hop in

a tank and go joy riding up at the front. those mines have to be tended constantly. get yourself a buggy/humvee and ride herd on em!! also don't use all 30 in base defense. leave some for the guys trying to blow the enemy's buildings.that's all i have to say about that...

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Mon, 08 Apr 2002 20:38:00 GMT
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**** Zuk,You're never gonna let me live that "lurker" line down are ya . (I have a great image of you riding around the base on horse driving a herd of Proxy C4 in front of you! Move along little Proxies. HeeeYAAA!! Git, git git.)

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Mon, 08 Apr 2002 20:48:00 GMT
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HeeeYaaa!? particle dude, you're gonna have to watch more westerns on tv. it's YEEEEEEEEEE HAAAAAAAAAWWWWWW!! but i like the rest of it. yah, you just have to think of em as a herd of cattle and corall em in the right pens!and no, i'm not forgetting the "lurker" thing. but it's actually kinda fun using that word in a sentence. lol...

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Mon, 08 Apr 2002 20:59:00 GMT
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quote:Originally posted by Particle Noun:So,I have a 7-10 split in my brain right now about a certain subject: The act of loading a few (read: 2 to 3) remote c4 on a buggy/humvee that you are planning on rushing with into the enemy base:Pro's: Well, there really is only one. When you sneak into base, you really don't want to let people know you are there by chasing down infantry firing your gun. This, for obvious reasons, blows any sort of surprise you might achive with a sneak attack. If you don't want to leave a full health vehicle for the enemy you have to drive around until you get blown up....at which point, you have very little chance to sneak into the refinery and blow that mutha. Placing two remote c4 on your vehicle allows you, when you blow up your remote c4 in the building, to remove your offending vehicle from the game, and often times, right out from under enemy hands. It's very satisfiying to hear the humvee's engines start up outside of your victim building (why people drive that vehicle away instead of checking the building for the enemy who LEFT IT THERE is still beyond me) and seconds later hearing the satisfying explosion of the powerplant AND the now enemy Humvee in blowing up in chorus together.Cons': Well, you're wasting two of your teams 30 limit for mines, as remotes count against the limit. However, you're not handing over a vehicle to the enemy either.I, myself, favor this tactic.Would anyone here be upset if they saw someone on their team do this? And I don't mean loading it up with c4...that's just dumb in my opinion. Just two to prevent it falling into enemy hands....Ok, chime in.I have used this tactic many times It is a nice way to take out people who think they are safe hiding behind a rock or low wall where they are hard to hit with your gun

oand are unsquishable <~ new word? Been able to rack up a few kills with the proxy. The problem with using it for base rushes is that 9 out of 10 times the first newbie you run over takes out the c4 and you would have gotten the squish kill anyway

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Mon, 08 Apr 2002 21:28:00 GMT
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Ahem.....Zuk, Zuk, Zuk. Everyone knows about YEEEEEEHAAAAAW! How passe. I was refering to the under used HeeYAAW (accent on the yaaw, with the whole word not particlarly drawn out, at least no where near as drawn out as Yeeeeeeeeeeeeehaaaaaaaw)!! HeeYaaw is used when you are trying to incite the herd, as it were, into mosying. Yeeehaaw is the expression of joy and exuberance used when a "cowboy" is pleased, or "all riled-up", so to speak. HeeYaaw, on the other hand, was much more utilitarian, and didn't always need to be exuberant, or emotionally driven. Ahem. So, as such, I thought that, driving proxy mines around the base not being a particularly exuberant task, I would plant the words "HeeeYaw" into your mouth. I would assume, you being a good cowboy, that you would want to reserve YEEEEEEEHAW for the more uplifting moments, like, say, when your team wins, or a particlarly good bowel movement, or something along those lines. Glad that's cleared up.

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Mon, 08 Apr 2002 22:42:00 GMT
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Sometimes when our team is winning by a large margin, and I feel like goofing off I will put some remote C4 on the back of a humvee, drive it close to the nod base, and then abandon it. Then I hide someplace and wait for some nod guy to take the hummer and drive across the tiberium field...imagine his surprise when it explodes in the middle of the field and he has to try to run out before he dies...sometimes they make it out but a pistol shot finishes them off

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Tue, 09 Apr 2002 03:28:00 GMT
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Hey Particle Noun I think this is really a clever idea. I never thought about it. But I will use it. On map without AGT/Obelisk this idea increase the value of a good humvee/hotwire rush.

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Tue, 09 Apr 2002 03:48:00 GMT
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forgive me particle dude. i just thought you were a typical backwards yankee that just didn't know

cowboy talk. why do i picture you looking like billy crystal, wearing a mets cap, and talking baseball while you're tryin' to ride herd on those poor li'l dogees? lol..

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Tue, 09 Apr 2002 04:10:00 GMT
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hey though wasting your limit of the miens is really a waste whats the big deal of letting the enemy having one of your hum vee.just inform you team mates.cons if the opposition is good and have good teamwork theyll keep your tank and stuck your limit

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Tue, 09 Apr 2002 05:01:00 GMT
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Sounds good PN, You say 90\% they take vehicle instead of invesigating, that sound like a plus if your able to take out the building. One less enemy to prevent you from killing building? Plus it is funny also as when the building blows or there abouts, your vehicle with now dead driver! ha Just wait for timers to go off. Beautiful!

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Tue, 09 Apr 2002 05:04:00 GMT
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Sorry for another post, but what is a unfortunate reality is the odd time some, A hole, team mate, will steal your vehicle while you refill with more C4.

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Tue, 09 Apr 2002 05:32:00 GMT
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I agree... nobody is going to leave your vehicle alone while your in a structure re-loading your c-4. Nobody is that kind ... :/

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Tue, 09 Apr 2002 05:59:00 GMT
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The funny thing about stolen vehicles is this:Many times when I steal a enemy vehicle as a hotwire, while I'm at a enemy base, I bring it back to base, I try to give it to someone so I can say

repair a building, and no one takes it. Sometimes you can't even give them away and others you can't keep it from a thief.

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Tue, 09 Apr 2002 10:28:00 GMT
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Rojan et al.Yeah, vehicle theives suck. I've found that pulling in round the back of your power plant or tib refiner is a good place for GDI to place your 2 C4 then refill. With Nod, if you drive up to the door in the airstrip, you can run in and refill pretty d@mn quickly.But....Nothing will deter a good car jacker.And BLAZER...That is so funny!! I am definetly trying that next game. Just leave the buggy or humvee right out front of their base...like a trojan horse. Great idea. I guess it's better to leave it a little farther out from base so they don't disarm the c4.(Oh, that reminds me...always space your two c4 out, don't clump them both on the hood or rear bumper...they are very obvious this way. If you put one on the back bottom right and left, they are hard to notice....unnoticed booby traps are a lot more fun Zukkov...you know, of course, that I would never actually presume to tell a texan correct cowboy lingo Thanks for the replies everyone.

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Tue, 09 Apr 2002 13:15:00 GMT
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Why put remote c4 on ur vehicle? Put proxies so you do not have to worry about knowing when to explode your remote! Set it and forget it, that is what i always say!

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Tue, 09 Apr 2002 13:39:00 GMT
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Well, I've found that you have to put a lot more proxy on a vehicle to blow it up, so it's a much greater drain on the already stressed base defense. Plus I love to think that someone thinks they've stolen a shinny new humvee only to have it blow out from under him.

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Wed, 10 Apr 2002 00:33:00 GMT
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quote:Originally posted by Particle Noun:Rojan et al.Yeah, vehicle theives suck. I've found that pulling in round the back of your power plant or tib refiner is a good place for GDI to place your 2 C4 then refill. With Nod, if you drive up to the door in the airstrip, you can run in and refill pretty d@mn quickly.But....Nothing will deter a good car jacker.And BLAZER...That is so funny!! I am definetly trying that next game. Just leave the buggy or humvee right out front of their base...like

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Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Wed, 10 Apr 2002 06:37:00 GMT
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quote: I have used this tactic many times It is a nice way to take out people who think they are safe hiding behind a rock or low wall where they are hard to hit with your gun oand are unsquishable <~ new word? Been able to rack up a few kills with the proxy. The problem with using it for base rushes is that 9 out of 10 times the first newbie you run over takes out the c4 and you would have gotten the squish kill anyway Fronrunner - if you reread the original post, PN was talking about placing REMOTE c4 on the hummv. Which I think is a good idea btw. And I've too have noticed that there are times when you can't GIVE a vehicle away (proably cuz the players are standing a pt's trying to purchase instead of listening to messages about free vehicles).BTW - here's another strat...Helicopter Tunnel Rushing check it out Heli tunnel rush Let me know what you think

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Wed, 10 Apr 2002 07:20:00 GMT
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Hmm.. I never thought about rigging the raid vehicle. I have used a mammoth to force my way in and place a nuke, worked perfectly too but only on levels without base defense (those tanks are sloooooow).Personally, what has worked well for me when doing solo c4 runs is to have patience. I drive as close as possible to see what they're up to and wait for any tanks to leave the base. Then I'll sneak in. Same thing for placing beacons. If I can get in with an APV and get the beacon placed then the building's gone because the APV will usually take enough damage for me to sit on the beacon until it's too late for them to disarm it. Hotwires smooch nicely when they try to come disarm it. I don't do APV runs a lot though, since I'm usually the only one on my team that recognizes the need for defense.As far as same team vehicle stealing.... almost the most frustrating thing since they're supposed to be on my team. One time I just bought a mammoth only for it to be mangled by a rogue flame tank before I could get to it. While I was repairing it, it suddenly drove off. The most frustrating thing is to have a teammate purposely destroy your own buildings in a friendly fire game. The culprit easily sticks out with their score of -3500 or so. This server is also laddered so most people prefer not to destroy their own buildings. I don't know how it's laddered, since it's also friendly fire.. but it was.

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Wed, 10 Apr 2002 08:54:00 GMT
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Well, I'd say that it could be an effective tactic depending on the situation but you should DEFINATELY notify your team when doing this. If too many people use the tactic at once, you'll eliminate all base defenses without knowing it so keep your team informed if you're about to use this tactic. You never know, you might get a volunteer driver out of it instead.

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Wed, 10 Apr 2002 13:01:00 GMT
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quote:Originally posted by Particle Noun:So,I have a 7-10 split in my brain right now about a certain subject: The act of loading a few (read: 2 to 3) remote c4 on a buggy/humvee that you are planning on rushing with into the enemy base:Pro's: Well, there really is only one. When you sneak into base, you really don't want to let people know you are there by chasing down infantry firing your gun. This, for obvious reasons, blows any sort of surprise you might achive with a sneak attack. If you don't want to leave a full health vehicle for the enemy you have to drive around until you get blown up....at which point, you have very little chance to sneak into the refinery and blow that mutha. Placing two remote c4 on your vehicle allows you, when you blow up your remote c4 in the building, to remove your offending vehicle from the game, and often times, right out from under enemy hands. It's very satisfiying to hear the humvee's engines start up outside of your victim building (why people drive that vehicle away instead of checking the building for the enemy who LEFT IT THERE is still beyond me) and seconds later hearing the satisfying explosion of the powerplant AND the now enemy Humvee in blowing up in chorus together.Cons': Well, you're wasting two of your teams 30 limit for mines, as remotes count against the limit. However, you're not handing over a vehicle to the enemy either.I, myself, favor this tactic.Would anyone here be upset if they saw someone on their team do this? And I don't mean loading it up with c4...that's just dumb in my opinion. Just two to prevent it falling into enemy hands....Ok, chime in.an easier way is to place remotly detonated c4 or if your a good driver/its a small map, you can place timed c4 on it, the restocking yourself.Saves on the prox, and is just as effecient.

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Wed, 10 Apr 2002 13:37:00 GMT
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quote: an easier way is to place remotly detonated c4 or if your a good driver/its a small map, you can place timed c4 on it, the restocking yourself.Saves on the prox, and is just as effecient.I think that's what I was talking about....I meant plaicing remote c4 on your vehicle. Some people seem to have thought I was talking about proxy, which I wasn't. Placing Proxy on a vehicle seems to me to be a waste, and Timed c4 doesnt' seem to work as well. It will usually blow before I get to the destination. For this tactic, I think remote c4 is the only way to go.

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Wed, 10 Apr 2002 15:08:00 GMT
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just stick prox. mines on you vehicle,get it done for pete's sake.

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Wed, 10 Apr 2002 16:03:00 GMT
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OK, well, Proxy mines on vehicles s*ck and are a bad idea, and I don't think I'll ever do it, so that's where I stand on that.

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Wed, 10 Apr 2002 16:38:00 GMT
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quote:Originally posted by huntleader:Why put remote c4 on ur vehicle? Put proxies so you do not have to worry about knowing when to explode your remote! Set it and forget it, that is what i always say!I dont trust that...just last night on Hourglass.mix, I put 4 prox c4 on my humvee that I parked outside the AGT so I could go in and refill...some nod guy comes in, we shoot it out...he plants c4 and kills me. Right after I die I saw him jump into my humvee, proxy explosions and all, and drive off running over 2 teammates in the process. It didnt stop him and wasted proxies

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Thu, 11 Apr 2002 00:11:00 GMT
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Wakko,Yes, definitely. I always try to communicate this to my team. I try to communicate everything to my team, usually, but it rarely makes a difference!When I first start a game, I usually send out a few communication feelers, to see who out there is reading the comm. If I don't get any responses, you can be pretty sure it's going to be a rambo game.....

Subject: Pros/Cons of booby-trapping your rush vehicle
Posted by [Anonymous](#) on Thu, 11 Apr 2002 19:56:00 GMT
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LOL blazer... time for plan X I guess! [/Wile e.]

Subject: Pros/Cons of booby-trapping your rush vehicle

Posted by [Anonymous](#) on Fri, 12 Apr 2002 13:44:00 GMT

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I'm really amused by the idea of kamikazee missions myself... why not load vehicles up with c4 and ram things? How much c4 can you stick on the front of a hummer or APC? enough to blow a bldg? I'm going to give it a try.

Subject: Pros/Cons of booby-trapping your rush vehicle

Posted by [Anonymous](#) on Fri, 12 Apr 2002 13:55:00 GMT

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excellent tip man. Thnx

Subject: Pros/Cons of booby-trapping your rush vehicle

Posted by [Anonymous](#) on Fri, 12 Apr 2002 21:40:00 GMT

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Just fill a humvee full of remote c4, take someone with you, have them open the enemy building door, drive in and park next to the MCT. I dont know if this would destroy the building faster or not at all for not begin directly on the MCT.

Subject: Pros/Cons of booby-trapping your rush vehicle

Posted by [Anonymous](#) on Sat, 13 Apr 2002 09:01:00 GMT

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In what little experience I have of that, timed c4 does cr*p damage to buildings via splash damage. It has to be planted on the MCT. Same goes for all these proxybomb vehicles...unless you just like killing guys (and one guy will usually set off all the proxy), then it's not very effective...almost non-effective against buildings, in fact. And, of course, a waste of team resources.

Subject: Pros/Cons of booby-trapping your rush vehicle

Posted by [Anonymous](#) on Sat, 13 Apr 2002 09:06:00 GMT

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all true particle dude. but just once, wouldn't you like to come roaring into the enemy base loaded with c4s and shout "I GOT A PRESENT FOR YA!"? lol...

Subject: Pros/Cons of booby-trapping your rush vehicle

Posted by [Anonymous](#) on Sun, 14 Apr 2002 00:32:00 GMT

Heck ya....Actually, this is a very sneaky tactic that has one brilliant use....and I've seen it work once to brilliant effect. Setting: Close to end of game. The enemy has one structure left, and almost the whole team is in there repairing as engines/techs...Your lobbing away at it with five or six vehicles, but it just won't die. So, you can either sit there and rack of points, or, if you get bored and just want to end it...Load up someone with tons of remote c4, maybe a few people, and have them run in to the building (you might have to have a few suicide's to take out the doorway proxy first), saddle up the the mct, and BOOM, all the good little repairing engines are so much wallpaper, and the vehicles are free to level the building. When I saw this happen, I laughed for a good 10 minutes!
