
Subject: Put c4 next to your beacon/nuke!
Posted by [Anonymous](#) on Sun, 14 Apr 2002 22:29:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

This works so many times... put a c4 near your nuke/ion when you deploy... the c4 takes about 30 secs to detonate so usually affter 15-20 secs the first engies/tech-hotties will come well after you distract them a bit 10 secs will past now kinda move away and watch the c4 explode.. I have killed 2 engies and 1 hotwire because of the c4 so many times!

Subject: Put c4 next to your beacon/nuke!
Posted by [Anonymous](#) on Mon, 15 Apr 2002 04:09:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I do it too all the time. But I started to wonder if this is really a good idea... When the c4 explode, it damage the building and warn the opposing team and attract them near your beloved beacon. May be the c4 must be placed in another building to lure them. I need to test that.

Subject: Put c4 next to your beacon/nuke!
Posted by [Anonymous](#) on Mon, 15 Apr 2002 04:58:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

yep, waht i do, when im entering a base with a vhecile, i shoot a differnt buidling than the one im attacking, make it seem like a diff buidling is under attack. Then you slip in to the actaul building quietly, itll proably be empty, then you go in and plant some C4 on the MCT , and then plant the beacon. Ofourcse, when the C4 explodes, its gonna get ALOT of attention, but then they have to choose betwen A) repairing the building B)Defusing the beaconAny by the time they do get there, distract them and by the time your dead there shouldnt be enough time to defuse!

Subject: Put c4 next to your beacon/nuke!
Posted by [Anonymous](#) on Mon, 15 Apr 2002 05:52:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

yeah, but if they have enought engy or hotwire, they can diffuse c4 AND beacon:takes 1-2 hotwires to disarm beacon, and the rest to c4, then join beacon disarming.A better way is to put it IN a building, then putting 1-2 proximities around it (preferably unseen) and the rest near the buidlings entrances (again peferably unseen but reactive). This is the best way so far i have tried a lot of ways.

Subject: Put c4 next to your beacon/nuke!
Posted by [Anonymous](#) on Mon, 15 Apr 2002 09:18:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Playing as a technician is my part in the team. I also I a mine addicted and usually end mining all the entrances. Thats a pretty good strategy. At least it warns you when someone is trying to sneak in to deploy c4s or beacons. But the mines damage is pathetic. And also I don get it... why the keep dissapearing? It is a time limit or deployable maximum number? Anyway their damage sucks. And if you deploy them in a row when someone pass near them they all go boom. They really should increase their damage.

Subject: Put c4 next to your beacon/nuke!
Posted by [Anonymous](#) on Mon, 15 Apr 2002 09:29:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

And one more thing, did you know that if you are stealthy enough you can sneak up behind an enemy (troop or vehicle) and stick a timed c4 on him? . They usually end up running like headless chickens! It is pretty funny! Mines are also good when thrown in melee combat. You actually have to aim the trooper and the cookie go boom damaging him (the handgun is useless against gunners and even light armored troops).

Subject: Put c4 next to your beacon/nuke!
Posted by [Anonymous](#) on Mon, 15 Apr 2002 15:16:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

not if you know how to use the handgun, i've taken out 5 peeps (including one gunner) in one trip to take out a building

Subject: Put c4 next to your beacon/nuke!
Posted by [Anonymous](#) on Mon, 15 Apr 2002 15:25:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

You have an interesting idea, but I prefer planting my beacons with a higher level of... subtlety. Also, with the new chopper mod you can plant beacons on the roofs of buildings, and nothing beats that!
