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Subject: Mining Harvester

Posted by [Anonymous](#) on Wed, 22 May 2002 19:22:00 GMT

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I have an idea that i have tried to get started in games but nobody listens. Has any body had a bunch of engys put remote c4 on the enemy harvester and blow it when it gets to the refinery? If you have enough you could take out the refinery in the first couple of minutes of the game. I think like i said i have not been able to try it

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Subject: Mining Harvester

Posted by [Anonymous](#) on Wed, 22 May 2002 19:37:00 GMT

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n00b

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Subject: Mining Harvester

Posted by [Anonymous](#) on Wed, 22 May 2002 19:38:00 GMT

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I don't see how you would have enough remote C4 to blow the refinery this way. they do a bit of damage when used on the MCT, but you still need about 10 of them to blow it that way.

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Subject: Mining Harvester

Posted by [Anonymous](#) on Wed, 22 May 2002 21:04:00 GMT

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5 remote c4 will kill abuilding when placed on the mct, but they will do virtually no damage when placed on a harvester and detonated close to the refinery. VIRTUALLY NO DAMAGE. DO NOT TRY THIS TACTIC.

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Subject: Mining Harvester

Posted by [Anonymous](#) on Wed, 22 May 2002 23:31:00 GMT

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quote:Originally posted by mynameisogun:5 remote c4 will kill abuilding when placed on the mct, but they will do virtually no damage when placed on a harvester and detonated close to the refinery. VIRTUALLY NO DAMAGE. DO NOT TRY THIS TACTIC. Someone said that it would do one tenth of the normal damage. Assuming this as true, it would take 50 remote or 25 timed c4s to blow up a building, I think. It would be better if you could plant beacons on the harvester.

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Subject: Mining Harvester

Posted by [Anonymous](#) on Wed, 22 May 2002 23:34:00 GMT

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The only benefit to putting remote C4 on the harvester is to attempt to time it so when the other team runs up to it to plant their C4 (common in the City map), you blow the remotes and kill the attacker.

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Subject: Mining Harvester

Posted by [Anonymous](#) on Thu, 23 May 2002 02:56:00 GMT

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quote:Originally posted by eae:Someone said that it would do one tenth of the normal damage. Assuming this as true, it would take 50 remote or 25 timed c4s to blow up a building, I think. It would be better if you could plant beacons on the harvester.well you cant have 50 remote ones lol then youre far above the limit , in other words its impossible to destroy a building that way

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Subject: Mining Harvester

Posted by [Anonymous](#) on Thu, 23 May 2002 07:12:00 GMT

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quote:Originally posted by DjTrancer:well you cant have 50 remote ones lol then youre far above the limit , in other words its impossible to destroy a building that wayWell, with 30 + 20, 20 + 30 or 25 + 25 combinations you can, assuming they don't repair.

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Subject: Mining Harvester

Posted by [Anonymous](#) on Thu, 23 May 2002 07:34:00 GMT

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quote:Originally posted by eae:Well, with 30 + 20, 20 + 30 or 25 + 25 combinations you can, assuming they don't repair.The total C4 limit (including remote, timed and proximity) is 30.

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Subject: Mining Harvester

Posted by [Anonymous](#) on Thu, 23 May 2002 11:23:00 GMT

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quote:Originally posted by eae:Someone said that it would do one tenth of the normal damage. Assuming this as true, it would take 50 remote or 25 timed c4s to blow up a building, I think. It would be better if you could plant beacons on the harvester.Doesn't work, the beacon falls through the harvester when planted.

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Subject: Mining Harvester

Posted by [Anonymous](#) on Fri, 24 May 2002 00:32:00 GMT

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quote: The total C4 limit (including remote, timed and proximity) is 30. I think he meant that you would do it over two runs. And timed C4 doesn't count on the mine limit.

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Subject: Mining Harvester

Posted by [Anonymous](#) on Fri, 24 May 2002 00:46:00 GMT

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c4 on the harv is a good idea, but not to take the refinery out. a timed c4(the most powerful) does about a half-bar's worth of damage when placed on the outside of the building-and none when not in direct contact. If you placed it on the harv, it would do nothing, as the harv does not make direct contact(it appears that it does, but even those arms don't really touch). If you wanna disrupt their income, it's worth the tib damage to plant a couple timeds on the harv and take that out(and it's funny to see c4 on wheels...bomb go up...bomb go down...bomb go up...bomb go boom. ), that limits their income to the 2 cred mini-injects you get.

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Subject: Mining Harvester

Posted by [Anonymous](#) on Fri, 24 May 2002 00:54:00 GMT

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quote:Originally posted by Christine Korza:The only benefit to putting remote C4 on the harvester is to attempt to time it so when the other team runs up to it to plant their C4 (common in the City map), you blow the remotes and kill the attacker. That's fun to do yeah I did 30 remote c4 on me and blew it next to the MCT and had not much damage i want to suicide bomb

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Subject: Mining Harvester

Posted by [Anonymous](#) on Fri, 24 May 2002 10:23:00 GMT

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quote:Originally posted by Chronigan:I have an idea that i have tried to get started in games but nobody listens. Has any body had a bunch of engys put remote c4 on the enemy harvester and blow it when it gets to the refinery? If you have enough you could take out the refinery in the first couple of minutes of the game. I think like i said i have not been able to try it That sounds like a great tactic: When the enemy team finds out what you are doing they will fall from their chairs because of laughing. That's the moment you should attack! Mfg, ChaosE [ May 24, 2002: Message edited by: ChaosE ]

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