Subject: Here goes. . .
Posted by Anonymous on Mon, 03 Jun 2002 20:07:00 GMT
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This defensive tactic (for the n00bs) can be used by either side and is very effective if used correctly.Here's the scenario:Only your Refinery or Powerplant still exists. . . You must defend your buiding until the time runs out. . .Grab an Engy and go into the last building, throw down your two remote C4 packs, find a PT and get two more, throw those down too. Do this untill the entire floor is covered with remote C4 packs positioned about 1 C4-pack's distance from each other, creating a deadly grid of C4.... then wait for the rush of enemy engineers or whatever they may be and BOOM! Repeat until mixture is no-longer lumpy.

Subject: Here goes. . .
Posted by Anonymous on Mon, 03 Jun 2002 22:09:00 GMT
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That would be nice and all unless they just bring some tanks in, making all your work futile.

Subject: Here goes. . .
Posted by Anonymous on Tue, 04 Jun 2002 01:16:00 GMT
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yeah, tanks would kick your a$$.but with teamwork the tanks shouldn't be your problem. you are defending the building from engi rushes, so others have to take "care" of the tanks.btw, i've seen people placing timed C4 like that in the middle of the game. not knowing there's a limit of 30...

Subject: Here goes. . .
Posted by Anonymous on Tue, 04 Jun 2002 02:43:00 GMT
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LOL, what happens when 1 enemy comes in, you detonate the c4, which kills him and yourself, and the rest of the enemy team comes in and c4's the mct to death.

Subject: Here goes. . .
Posted by Anonymous on Tue, 04 Jun 2002 02:45:00 GMT
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Timed c4? Talk about uslessnes   wow.[June 04, 2002: Message edited by: Emerge]

Subject: Here goes. . .

Posted by Anonymous on Tue, 04 Jun 2002 10:33:00 GMT
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quote:Originally posted by Emerge:Timed c4? Talk about uslessnes   wow.[June 04, 2002:
Message edited by: Emerge]Did I understand right?