
Subject: C4 plain and simple
Posted by [Anonymous](#) on Sun, 26 Jan 2003 13:28:00 GMT
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what I found as some of the best ways to use C4 is harvesters. Plant them on them and when they enter the base blast them and you will do damage to the harvester and things around it. Another thing is infantry. Plant a timed one on someone and KAPOW. bye bye. Also is for beacons and MCTs. Post is you have any other great uses for C4

Subject: C4 plain and simple
Posted by [Anonymous](#) on Sun, 26 Jan 2003 13:33:00 GMT
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Out proximity mines on the front of a humvee if u don't have money and they have a stealth or sumthin. Then ram into them. If you have enough, this will cause temporary lag and a giant explosion, and also completely obliterate your enemy tank and his infantry unit.

Subject: C4 plain and simple
Posted by [Anonymous](#) on Sun, 26 Jan 2003 14:05:00 GMT
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quote:Originally posted by MadCat189: Another thing is infantry. Plant a timed one on someone and KAPOW. bye bye. Also is for beacons and MCTs. A little obvious, but nevermind. Be a Stealth Black Hand and get a team mate to put a few proxy mines on yah. Then just find a lonely target and run in to him!

Subject: C4 plain and simple
Posted by [Anonymous](#) on Sun, 26 Jan 2003 14:34:00 GMT
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quote:Originally posted by MeXadiaz: Out proximity mines on the front of a humvee if u don't have money and they have a stealth or sumthin. Then ram into them. If you have enough, this will cause temporary lag and a giant explosion, and also completely obliterate your enemy tank and his infantry unit. PLZ NEVER, NEVER use this n00b tactic. All the work your teammates have spend to mine the base will be lost, cos of the mine limit. [January 26, 2003,

Subject: C4 plain and simple
Posted by [Anonymous](#) on Sun, 26 Jan 2003 18:25:00 GMT
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All the work your teammates have spend to mine the base will be lost, cos of the mine limit.[/QBJAMEN to that! The biggest PITA in this game is the misuse/****ing around with mines.

Subject: C4 plain and simple
Posted by [Anonymous](#) on Sun, 26 Jan 2003 20:04:00 GMT
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Hmmm other uses for c4lemme think...maybe...to kill a building...wait that would never work what was i thinking

Subject: C4 plain and simple
Posted by [Anonymous](#) on Sun, 26 Jan 2003 20:53:00 GMT
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for real u could just as well run them overAll the work your teammates have spend to mine the base will be lost, cos of the mine limit.

Subject: C4 plain and simple
Posted by [Anonymous](#) on Sun, 26 Jan 2003 20:55:00 GMT
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oops the "for real u could judt run over them" part is mine, dunno how that happened

Subject: C4 plain and simple
Posted by [Anonymous](#) on Sun, 26 Jan 2003 20:57:00 GMT
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Just use timed instead. Get a bunch of eng ot Tech to place and see the front of humvee explode randomly and provide if you can ram the enemy long enough the C4 can still destory enemy tanks. Timed C4 also do more damages.

Subject: C4 plain and simple
Posted by [Anonymous](#) on Mon, 27 Jan 2003 07:57:00 GMT
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Thoses tactics are quite bad for the team give them a rests.Talking about mines My brother has

just finished his radioactive C4 skin set they have been added to the file planet archives!!
<http://planetcnc.com/ammo/lts> under renegade files, skins, community skins, and look under Mines-All

Subject: C4 plain and simple
Posted by [Anonymous](#) on Wed, 29 Jan 2003 14:56:00 GMT
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For defended and undefended maps (you know what I mean), which buildings do you prefer to attack first? I'd probably go for the refinery first, but some people seem to go for the PP first. Thoughts?

Subject: C4 plain and simple
Posted by [Anonymous](#) on Wed, 29 Jan 2003 15:03:00 GMT
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quote:Originally posted by Dana1973:For defended and undefended maps (you know what I mean), which buildings do you prefer to attack first? I'd probably go for the refinery first, but some people seem to go for the PP first. Thoughts?Now that would be telling ...I will give you a clue to render the enemy "SKINT" I attack this building first...

Subject: C4 plain and simple
Posted by [Anonymous](#) on Wed, 29 Jan 2003 15:16:00 GMT
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Play often and watch how teams work. most maps its pretty much the same buildings that is targeted so just live and learn.

Subject: C4 plain and simple
Posted by [Anonymous](#) on Wed, 29 Jan 2003 16:01:00 GMT
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On flying maps definately the barracks/hand first if given the choice. Defended maps power plant usually. But like anything if you are in an APC you go for where ever you can get.

Subject: C4 plain and simple
Posted by [Anonymous](#) on Wed, 29 Jan 2003 16:05:00 GMT
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I always go for them **** Nod turrets if i am GDI! They give me so much trouble! Certainly Nod's

most valuable structures. Jeesh! Attack where it hurts first!

Subject: C4 plain and simple
Posted by [Anonymous](#) on Wed, 29 Jan 2003 17:27:00 GMT
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hit their money, cuase with out cash they cant buy anything. wihtout hand/bar they can mass tanks easily, without air/wf they can defend well, without pp they can still defend and buy infantrty and tanks, without base defenses is just like having no pp but the prices are still normal, BUT no ref and your enemies will be attacking with one tank and nothing but free men.

Subject: C4 plain and simple
Posted by [Anonymous](#) on Wed, 29 Jan 2003 17:58:00 GMT
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The PP without a doubt. It renders Ob/AGT useless, and doubles the cost of all units.

Subject: C4 plain and simple
Posted by [Anonymous](#) on Wed, 29 Jan 2003 18:16:00 GMT
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I normally would go for Ref first then barr/Hand or WF/Air on no defence map.PP first then Ref on Base defence map.Flying maps will be Barr/Hand then PP or ref

Subject: C4 plain and simple
Posted by [Anonymous](#) on Thu, 30 Jan 2003 09:13:00 GMT
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In the first like 5 minutes I'd want to Refinery knocked out to keep them from getting any serious ammounts of money to use (this will make it you won't have to worry about tanks as much as you would if they had plenty of money to blow) or many 1000 dollar infantry.If it's a defensive map, I'd go after the WarFactory/Airstrip next (this will pretty much kill any plans on Offense since the AGT/Obelisk is still active).It depends on what map if it's a non defensive map.

Subject: C4 plain and simple
Posted by [Anonymous](#) on Fri, 31 Jan 2003 08:10:00 GMT
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Definitely the Power Plant.An RA1 Saying:"Their Weakness is Power, blackout their bases and NOTHING WILL STOP YOU! Good Luck"

Subject: C4 plain and simple
Posted by [Anonymous](#) on Sun, 02 Feb 2003 03:15:00 GMT
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I would go for the Hand of Nod or barracks, it prevents them from camping in their base (although GDI is better in camping then Nod) next would be the warfactory.

Subject: C4 plain and simple
Posted by [Anonymous](#) on Sun, 02 Feb 2003 12:11:00 GMT
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On a flying map removing the Barracks/Hand is first. Non D maps, the ref. On the D maps I like to takeout the power, for obvious reasons.

Subject: C4 plain and simple
Posted by [Anonymous](#) on Sun, 02 Feb 2003 16:53:00 GMT
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um.. in the early game, if anyone kills the ref, they have to kill to get \$! And if the people join the game and ref is dead...no help.

Subject: C4 plain and simple
Posted by [Anonymous](#) on Mon, 03 Feb 2003 17:27:00 GMT
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destroy the hand of nod/barracks first, then you can just ion/nuke the pedestal. most of the time they dont bother to mine it because its already destroyed. this is a great tactic for Nod on Glacier flying.

Subject: C4 plain and simple
Posted by [Anonymous](#) on Sat, 22 Feb 2003 21:03:00 GMT
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Depends on map and team. For a non defense map, if you're GDI you pretty much HAVE to go for the Hand of Nod, other wise its a sure thing there will be nukes comming your way. Plus in 20 on 20 games its far easier to attack their base when they have a few light tanks as opposed to them having a full army of Sakuras/Raveshaws/Mendozas and stuff who can just camp and wait for their stealth buddies to nuke your base.

Subject: C4 plain and simple

Posted by [Anonymous](#) on Sun, 23 Feb 2003 10:40:00 GMT

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depends on team and map, if you're GDI, its the best to destroy the airstrip first because then they have less change of winning, cause your tanks are pretty armored.if you're NOD, its the best to destroy the power plant first, now they almost can't buy the good guys like mobius and havoc anymore, also the mammoth tank is expensive too, now you can buy a flame tank and destroy the rest of the buildings.
