
Subject: Going to die? Toss your timed C-4
Posted by [StoneRook](#) on Tue, 29 Apr 2003 12:29:41 GMT
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I usually am a tunnel rat - running around with a flame thrower or gernade launcher - clearing out those \$\$\$ units with some well placed shots --

but - if i'm about to die - i use my voice commander setup to arm and toss my timed c-4... takes less time - and i still do my dance of death avoiding more rounds

8 times out of 10 - i will hear a resounding - "Stonerook killed XXXXX" after 30 seconds.

One time - i managed to kill seven enemy units standing in the Nod tunnel on "Under" with a c-4 charge i tossed in as i was getting pasted by a chem trooper....

One Gernadier - 0 cost

One C-4 - 0 cost

Two Sakura's - One Ravi, One Chem troop - 3 regular troops - priceless....

"if your going to go - might as well take somebody with you...."

Subject: Going to die? Toss your timed C-4
Posted by [ArUsH4nll](#) on Tue, 29 Apr 2003 21:33:19 GMT
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God damn Mastercard.....everone is doin impersonations of it... :rolleyes: :rolleyes:
:rolleyes:

still funny though lol

Subject: Going to die? Toss your timed C-4
Posted by [coolmant](#) on Thu, 01 May 2003 22:30:52 GMT
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Also what I like to do is place prox. C4 on the walls of any tunnel in any map, as an engie you can get TONS of kills like that.

Subject: Going to die? Toss your timed C-4

Posted by [L3f7H4nd3d](#) on Sun, 04 May 2003 02:40:05 GMT

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coolmantAlso what I like to do is place prox. C4 on the walls of any tunnel in any map, as an engine you can get TONS of kills like that.

...while the enemy waltzes right into your buildings and blows them all to hell. :rolleyes: :rolleyes: :rolleyes:

Subject: Going to die? Toss your timed C-4

Posted by [HTDana](#) on Sun, 04 May 2003 16:17:09 GMT

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StoneRook is right--using your timed C4 first gives you a better chance of doing some damage. If you rely on remote C4s but die before you can blow them, they're worthless.

As for tech/Hotwire raids, you should usually plant the timed ones first, plant the remotes second, and wait as long as possible before detonating the remotes. That way, if the other team isn't watching carefully, you can take out the whole building before they can respond to the "building under attack" message.

As for L3f7H4nd3d's point, I can only say "if only it wasn't so true..." :rolleyes:

Subject: Going to die? Toss your timed C-4

Posted by [snipesimo](#) on Sun, 04 May 2003 16:40:04 GMT

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only prob with this is if it is in a place to be disarmed the other team gets points and money. but this is rare

Subject: Going to die? Toss your timed C-4

Posted by [HTDana](#) on Sun, 04 May 2003 16:50:08 GMT

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Good point...personally, I would only use mines in the open field to take out something that I know is right there. Waiting for good luck to strike only causes trouble with good mining jobs back in the base.

Subject: Right on the ball.

Posted by [TheTrueArcane626](#) on Wed, 07 May 2003 02:43:49 GMT

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All too often the cheap units jip themselves out of their most valuable asset, the Timed C4. I like many seasoned players, can recall many a time when a single well placed C4 on the ceiling or ground of a structure is what makes the difference. Nothing better than waxing three or four Engi's trying to clean a beacon. Also, the timed C4 don't count to the 30 Mine/Remote C4 limit. As such they should be the primary explosive, if not for this reason then because everyone has at least one. Oh and just something I have noticed in recent weeks, when you go for Demo-Buggy/Demo-Humm-vee rushes don't lay your own C4 on the thing. It only kills you, gives the enemy a nice new troop killer and wastes a dozen or so good Feather Mines. Like all players, I can not wait for the 20th and the dawn of PLANETSIDE. Long live the Republic.

Subject: Going to die? Toss your timed C-4
Posted by [\[sg\]theOne](#) on Wed, 07 May 2003 05:15:48 GMT
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I like to throw c4 on the ceiling. Most of the time it isn't an issue but on maps like hourglass you have to jump and then throw it.

works nice...

Subject: Going to die? Toss your timed C-4
Posted by [Squiddley](#) on Mon, 12 May 2003 05:47:15 GMT
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Nice.

Also, remote C4 disappears when you die as opposed to timed, which remains...

Subject: Going to die? Toss your timed C-4
Posted by [laeubi](#) on Mon, 12 May 2003 08:17:30 GMT
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one timed C4 destroys: Stealthtank or Arty or MLRS or Buggy any Infantry
two timed C4 destroys: Med tank or light tank
three timed C4 destroys: Building, everything else

Subject: Going to die? Toss your timed C-4
Posted by [-Tech-](#) on Tue, 13 May 2003 00:52:45 GMT
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Laeubione timed C4 destroys: Stealthtank or Arty or MLRS or Buggy any Infantry

two timed C4 destroys: Med tank or light tank
three timed C4 destroys: Building, everything else

Just to add: One Timed C4 will also take out any aircraft.

Subject: Going to die? Toss your timed C-4
Posted by [laeubi](#) on Tue, 13 May 2003 06:05:06 GMT
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-Tech-
Just to add: One Timed C4 will also take out any aircraft.

Subject: Going to die? Toss your timed C-4
Posted by [Archcasp](#) on Tue, 13 May 2003 20:13:45 GMT
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i remember this one time. I was in a tunnel.. I was a sniper.. i know i was going to get over run. I threw the c4 and I was killed, but I took out 4 havocs and a deadeye who were waiting for me to return... they all called me a cheater. my reply " you got to love me and my timed c4, its so pretty"

just my 2 cents

Subject: Going to die? Toss your timed C-4
Posted by [laeubi](#) on Tue, 13 May 2003 20:24:18 GMT
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Don't do it on Crimsons Servcer she will ban you for that

Subject: Going to die? Toss your timed C-4
Posted by [kawolsky](#) on Sun, 01 Jun 2003 15:18:25 GMT
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-Tech-Laeubione timed C4 destroys: Stealthtank or Arty or MLRS or Buggy any Infantry
two timed C4 destroys: Med tank or light tank
three timed C4 destroys: Building, everything else

Just to add: One Timed C4 will also take out any aircraft.

If you can jump that high :rolleyes:

Subject: Going to die? Toss your timed C-4
Posted by [t1000n1](#) on Wed, 24 Sep 2003 09:57:08 GMT
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So i was wondering. What happens when u put a timed c4 on an enemy and they hop in thier tank????? Would be funnier that hell if it killed the driver only

Subject: Going to die? Toss your timed C-4
Posted by [-Xv-](#) on Mon, 29 Sep 2003 20:16:17 GMT
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Actually, if you put a timed C4 on an inantry, the only way to avoid being killed is to get in a vehicle. For some reason, that way the C4 will NOT do any damage

Subject: Going to die? Toss your timed C-4
Posted by [Gizbotvas](#) on Mon, 29 Sep 2003 22:50:10 GMT
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Ahhh, the old deathbed-C4-toss.

Very wise, Stonerook. A most useful move to keep in the arsenal.

Subject: Going to die? Toss your timed C-4
Posted by [WaffleBoy13](#) on Thu, 16 Oct 2003 01:06:47 GMT
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common scene: nod is getting terrorized by a havoc in a high up tunnel. Solution: SBH run up there and run in front of him and set it on his face (or his back, if ya want to play it safe). sure, he'll ya, but it will help alot, and put those dam snipers to rest once and for all... or just until he gets more money... :twisted:

Subject: Going to die? Toss your timed C-4
Posted by [NHJ BV](#) on Thu, 16 Oct 2003 13:39:01 GMT
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WaffleBoy13common scene: nod is getting terrorized by a havoc in a high up tunnel. Solution: SBH run up there and run in front of him and set it on his face (or his back, if ya want to play it safe). sure, he'll ya, but it will help alot, and put those dam snipers to rest once and for all... or just

until he gets more money... :twisted:

How easy do you think it is to put C4 on a moving target? On my 56k modem, I frequently managed to miss someone with c4 when he was standing still
