
Subject: Weapon Drop Tactic
Posted by [gibberish](#) on Mon, 19 Jan 2004 19:31:28 GMT
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There are a couple of servers that run a scripts.dll mod so that when players die they drop some goodies, this tactic is for those servers:

Run into an enemy building (with any character) throw your timed c4 on the MCT.

Wait for engineers to come along to fix it.
Kill them, about 50 % of the time they drop remote c4 use that on the MCT.
Repeat until the building is dead.

Gib

Subject: Weapon Drop Tactic
Posted by [kriegerv](#) on Mon, 19 Jan 2004 21:02:41 GMT
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Smart thinking, thanks for the tip.

Subject: Weapon Drop Tactic
Posted by [Sk8rRIMuk](#) on Mon, 19 Jan 2004 23:39:09 GMT
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Seen this before , it is best to try and hide yourself while doing this as well, if you do so they will think you were killed on a mine or something and you can no longer detonate the remote c4 (even if the see it).

Try the wall to the left of the entrance or anywhere where you can stay acceptably out of view.

Subject: Weapon Drop Tactic
Posted by [TheSkarekrow](#) on Tue, 27 Jan 2004 00:24:11 GMT
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You can also get a couple of sbhs, kill yourself as an engi, pick up ur remote c4s as a sbh, and sbh rush.

Subject: Weapon Drop Tactic
Posted by [\[A-I\]NastyDead](#) on Thu, 01 Apr 2004 01:25:58 GMT
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I like it on the infantry only map, its awesome!
