Subject: hotwires/techys
Posted by hitmike on Sat, 02 Apr 2005 13:00:20 GMT
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sorry i am new. but i was wondering how do hotwires and techy take down buildings? sorry to ask

-hitmike-

Subject: hotwires/techys
Posted by Renx on Sat, 02 Apr 2005 13:58:54 GMT
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C4?

Subject: hotwires/techys
Posted by hitmike on Sat, 02 Apr 2005 14:06:50 GMT
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erm well someone said hottys/techys can take buildings down easy.

Subject: hotwires/techys
Posted by Renx on Sat, 02 Apr 2005 14:25:22 GMT
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C4?

Subject: hotwires/techys
Posted by greb on Sat, 02 Apr 2005 16:40:16 GMT
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Yes they can. You need 2 timed C4's and one remote C4's to do it alone. However you can mix and match C4's if you have them and around 5-6 Remote C4's can take a building down as well.

Subject: hotwires/techys
Posted by ododd on Sun, 03 Apr 2005 01:23:54 GMT
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its best to use both your remotes

Subject: hotwires/techys
Posted by Jzinsky on Sun, 03 Apr 2005 03:05:45 GMT
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Remotes, then timed, then if you've not been seen still use your proxy on the entrances to buy you some time when people come rushing in.

Subject: hotwires/techys
Posted by Spoony_old on Sun, 03 Apr 2005 03:32:31 GMT
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JzinskyRemotes, then timed, then if you've not been seen still use your proxy on the entrances to buy you some time when people come rushing in.
neg.

If you're seen going in, just blow your remotes and get yourself back to base. Forget your timed.

If you're not seen, this is the most efficient way:
Throw 1 proxy on your way through the door
Switch to timers, throw both timers on MCT
Switch back to proxies, throw all the rest of your proxies at the door(s)
Switch to remotes, throw both on the MCT but don't detonate them until your timers go off

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Subject: hotwires/techys
Posted by Homey on Sun, 03 Apr 2005 09:46:53 GMT
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Or if your leet like me spoon, blow them up when someone walks by , only if its near the end.

Subject: hotwires/techys
Posted by Spoony_old on Sun, 03 Apr 2005 14:02:50 GMT
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HomeyOr if your leet like me spoon, blow them up when someone walks by , only if its near the end.
*a chetter

Subject: hotwires/techys
Posted by Jzinsky on Sun, 03 Apr 2005 14:32:30 GMT
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SpoonyIf you're seen going in, just blow your remotes and get yourself back to base. Forget your

timed.

If you're not seen, this is the most efficient way:
Throw 1 proxy on your way through the door
Switch to timers, throw both timers on MCT
Switch back to proxies, throw all the rest of your proxies at the door(s)
Switch to remotes, throw both on the MCT but don't detonate them until your timers go off

Yeah, better. I meant remotes firstif you've not been seen. Although what happens in the event I do manage to sneak in is I drop my timed, then someone spawns in the building and I don't have timeto set off my remotes...

Subject: hotwires/techys
Posted by CackBoy26 on Mon, 04 Apr 2005 06:33:06 GMT
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Quote:Yeah, better. I meant remotes firstif you've not been seen.

No.

Subject: hotwires/techys
Posted by IRON FART on Mon, 04 Apr 2005 07:41:21 GMT
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Hold on a moment...

Renegade has been out for over 3 years now... How is it that there is still someone who didn't know that a Hotwire or Technician can take down a building?

Subject: hotwires/techys
Posted by Chronojam on Mon, 04 Apr 2005 08:55:23 GMT
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I don't know the key combo to buy the dual pistols and ammo in CS. How long has CS been out? I don't own CS, though.

Subject: hotwires/techys
Posted by Spoony_old on Mon, 04 Apr 2005 11:22:28 GMT
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IRON FARTHold on a moment...

Renegade has been out for over 3 years now... How is it that there is still someone who didn't know that a Hotwire or Technician can take down a building?
maybe he only just got the game? or maybe he's done nothing but snipe and doesn't know the basics of AOW

Subject: hotwires/techys
Posted by hitmike on Tue, 05 Apr 2005 06:21:18 GMT
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hmm how long does it take for a timed c4 to go off?

Subject: hotwires/techys
Posted by Spoony_old on Tue, 05 Apr 2005 11:39:37 GMT
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Thirty seconds.

Subject: hotwires/techys
Posted by Homey on Thu, 07 Apr 2005 13:40:11 GMT
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SpoonyHomeyOr if your leet like me spoon, blow them up when someone walks by , only if its near the end.
*a chetter
SHUT UP OGM U US IT 2