Subject: Mine max MUST be Increased!

Posted by Anonymous on Fri, 19 Apr 2002 15:41:00 GMT

View Forum Message <> Reply to Message

quote:Originally posted by celica330:People say this all the time, but its absolutly needed. 60 mines per team would be more than enough! With these superstructures now added, it is completely impossible to disarm a beacon if its set and the person knows how to defend it. Its also imposible to mine all the dorrs of the base to prevent the old technician rush, AND and superstructures to prevent beacon rushes. They absoltuly need to increase the mines. Even if the enemy has a large force of hotwires and choppers, I still defend it easily. There's a spot on the Factory I always place it, and they never find it =P.k, if your team sucks that bad, then u need more proxy cause your team cant kill them. like some other guy said on these forums, your base defense starts far out of your base, not in it. so if u cant kill a guy before he gets into your base then its YOUR TEAMS fault. and if they did put more proxy then ppl would just abuse it even more. like on the agt or oblisk ppl play cheap and put like 20 mines just in and around the oblisk/agt. that way its like impossbile to get it. so i like it at 30 mines if not less