Subject: Mine max MUST be Increased!
Posted by Anonymous on Fri, 19 Apr 2002 13:28:00 GMT
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quote:Originally posted by aircraftkiller2001:[QB]You mine the doors. That way, when they run in, they die. They will see mines in front of the MCT and disarm them. That makes them worthless.OMG. THOSE ARE ANTI-PERSONNEL MINES! NOT ANTI-VEHICLE MINES!QB]Well.. technically they are proximity C4..   but anyway..Apparently they don't think about it too much since I usually manage to kill them with C4 placed around the MCT. I think a lot of people don't have the patience to disarm them all and just try to run up and throw C4 onto the MCT. Plus, by the time you've disarmed all of the C4, it's likely that someone would wander in and see you there.The one downside to all of the suggestions to only cover the back entrances is that it's not uncommon for people to run in the front entrance and with a little effort can easily place C4 on the MCT without disturbing the back entrance C4s (if in a building where the MCT is at the back entrance).Now that I think about it, I'd like to have more C4 available so that we could put the proxy ones somewhere other than just at our base for defense. Putting them around the enemy MCTs, for example, is quite fun especially just before attacking that building. Engineers come to repair and boink! Plus, I always put a few on the beacon points in barracks/Hand of Nod to prevent the cheap shot wins. I wish more servers had that option disabled.. it's just boring to me. Both when my team loses to it or wins because of it.[April 19, 2002: Message edited by: kubi0461]