Subject: Question about prox C4?
Posted by Anonymous on Mon, 08 Apr 2002 16:03:00 GMT

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A mine counter would be a god send! i hate playing with people and i tell them"i'm planting mines, no one else place them or we will go over limit" yet on maps like walls, they place all the c4 at the base entrance or in the tunnels. its too easy for the mines to be deactivated in the tunnels and most stealth beacon soldiers or even techs can just hug the wall and slip right past the mines and head right to the unmined buildings. I say mine around the mct, use about 7 mines around it egual mines to both side depending on what the enemy aproches the mct at, believe me it works people run righ into the mines and hope they can run away fast enough to avoid the damage but they die anyway.