Subject: I call this the::::THE PROXIE RULE:::::
Posted by Anonymous on Fri, 15 Mar 2002 14:01:00 GMT
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If you r playing in a map with no gaurd tower, the mine laying stradegy goes as follows. You lay mines behind the doors in your structues, only a very few, say 1 on each door or 2 depending on the closest struture that can be accesed bye the enemy(if you think that more belong than, plz do so). YOU also have to creat choke points, like in tunnels and soforth.   When you do have a guard tower in the map, the proxies should only be set at choke points, like in tunnels and other closed in spaces that your enemy likes to take, in order to acces your base. The guard tower is the overall bases defenses, bye addind mines to the ckokes you eliminate the other routes that your gurd tower has a trouble firing at. To put proxies in structures on a map with guard towers is a waste of proxies. If the opposing team manages to creep past the tower , it will probably be the closest structure to one of the tunnels. In cases of this happening a very few proxies should be set in that structure.   In conclusion, maps with guard towers. Place proxies in choke points ONLY!!! to start the game.Maps with no gurd towers, the mahjority of the proxies should be set inside the sstructures, and the lesser of the majority, at choke points.REMEMBER THAT A TEAM CAN ONLY SET 30 PROXIES, AFTER THE 31ST PROXIES HAS BEEN SET, THE FIRTS PROXIE YOU SET, DISAPPERS. These r the standard rules for the noob tech.THANK YOU,BoBoTheRetardedClown