
Subject: Re: mining behind the walls

Posted by [Renegade](#) on Wed, 31 Jan 2007 11:00:35 GMT

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dthdealer wrote on Wed, 31 January 2007 01:12if i am correct, some maps have no projectile col on the inside of the doorway, so you can hide them in there as well.

yeah, its really easy to get them too high, seeing as placing proxies always goes to left or right. if friendly fire was on it would do the same damage as having them on the floor as long as they dont go on the exterior of the structure. even less seeing as you place less because of the larger amount of damage caused to the head.

crouching might avoid it, but most people jump in to avoid enemy fire or defences. crouching would be really slow as well

Situation:

Islands-

GDI crushing nod with tanks, all nod have are raves(all buildings)-

Your a tech, stealth-suited.

Your not being followed-

You sneak into the Ref-

You crouch, still no one since they are all at the nod base.

You place your times, they blow, you place your remote, they blow.

GG.

Why?

They would rush to get meds or mrls, even if the REf is down.

Raves would maul them to shreds.

My opinion only

Puts on anti flame shield