Subject: Proxy  Mines - through discussion / analyzation.
Posted by Anonymous on Tue, 14 Jan 2003 08:56:00 GMT
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quote:Originally posted by Rvddps:Ok --- HourGlass: 5 mines at AGT3 mines at WF door #13 mines at WF door #21 on WF MCT4 mines at Barracks front3 mines at PP door #13 mines at PP door #21 on PP MCT3 mines at REF door #13 mines at REF door #21 on REF MCTDo it like tht and no Nod will get in!(worked for meh!)Huh, that actually looks workable.The only thing I would change is the mines ON the MCT's. A good engineer won't ever get that close to set it off. Use those MCT ones for the blind side of the tunnel exit. Engineers can't defuse them, due to the AGT, and the fact that they are on the other side of the wall, yet they still go off, and do the appropriate amount of damage.