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Subject: I N V I S I B L E

Posted by [Anonymous](#) on Tue, 09 Jul 2002 11:33:00 GMT

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"Depending on the map (and how we're doing on mine count), I usually cover my vehicle with proximity mines. After a while they become invisible"Wow, what a great idea "Depending on the map" THERE IS 0 and I repeat 0 maps where 30 mines is more than enough so that you can play your own little "trick", cuz you never know what the otherside is going to do, little apc rush, little nuke run, EVERY SINGLE mine is another one that will keep your buildings up longer. If you do it non-laddered, go ahead, if you do it laddered, I will see to it to have you killed myself. Can you say non-team player? I am SOOO tempted to use the other N word... "I usually cover my vehicle with proximity mines"cover it eh, let say that is 5 then we have  $30-5=25$  prox left, best case senario say you are in volcano or complex you got 3 buildings,  $25/3$  about 8 mines, so 4 per door or something like that, APC rush of 3 techs will take you out with luck, 4 or more techs, you can kiss your building bye bye. "After a while they become invisible"ROFL, gee, did they really became "invisible" or your teammates who are obviously not as "smart" as you are, actually put more mines in the base so yours became "invisible"?! [ July 09, 2002, 11:34: Message edited by: what\_a\_rush ]

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