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Subject: Proxy Mines and n00bs

Posted by [Anonymous](#) on Fri, 28 Jun 2002 05:41:00 GMT

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what some don't realize about stealth beacon rushes is that you don't NEED enough mines to kill the stealth hand...the moment his health goes red, he loses his greatest advantage, and becomes a low-health patch with a laser rifle. Mines are just as good for alerting you to the presence of an enemy as they are for killing them. You don't NEED 4 mines per door, really, two is enough. If you have people on defense(god forbid!), they will either see or hear it, and go over to defend that location.

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