
Subject: Mine placement!

Posted by [Anonymous](#) on Thu, 23 May 2002 03:27:00 GMT

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quote:Originally posted by Nukelt15:What NOT to do: DO NOT Plant prox mines on MCT's...it only gets the n00bs. This all depends on how many players in the game, with 20 or more on each team is placing them on the MCT quite effective (not more then 2 or 3). Off course you need 3 or more at the entrances as well. Just listen too all the beautifull "boinks".A good example were this is effective is the PP en the Ref. in City when playing for GDI, 9 out of 10 they rush into these buildings.I do agree with less players placing them on the MCT is just giving points away.WOLname dutchduc[May 23, 2002: Message edited by: Duc]
