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Subject: Proximity Mines

Posted by [Anonymous](#) on Wed, 08 May 2002 15:59:00 GMT

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quote:Originally posted by Asinh/k:Here is one thing i learn with prox mines. NEVER EVER PLACE TOO MANY OF THEM. They will just disapper(id wish they'd fix this problem). 30 is a good number.. it allows for tactical placement. The game wouldn't be as fun if you had a team of 20 player mine every single square inch of their base/vehicle and themselves.[ May 08, 2002: Message edited by: Kab0om420 ]

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