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Subject: The walking time bome! Works great!

Posted by [Anonymous](#) on Sat, 20 Apr 2002 17:21:00 GMT

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The limit makes sure getting into the enemy base isn't impossible, nothing more nothing less. ( k so maybe lag is a factor as well)So you want too see an entire base filled with proxies, well I don't.And those great tactics you are talking about, there is no way you would be able to pull that off against real players. just put the c4 on the mct yourself, that does work and your timed doesn't count against the mine limit.

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