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Subject: Mine max MUST be Increased!

Posted by [Anonymous](#) on Fri, 19 Apr 2002 13:20:00 GMT

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quote:Originally posted by aircraftkiller2001:Think about what you're writing before you write it."Five at Airstrip to prevent Hummer from driving behind Hand to get there.Five at Obelisk for the same reason as Airstrip."That sounds like "Put five mines at the Airstrip to blow up the Hummvee and do the same for the Obelisk."Sorry if I mistook you for one of those idiots that places mines in vehicle paths like they will actually do any real damage.I disagree with you on this one ACK. On C&C\_Hourglass mines just in front of the AGT will kill those nasty rushers. IMO 17 in front of AGT, 7 inside AGT, 2 in tunnel, 4 as remotes for offense. I've been MVP just doing that. And C&C\_Under needs some mines in front of the AGT as well, IMO 6 should be enough. On all the other maps proxies against tanks are useless.

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