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Subject: Proxy Mines Disintegrate

Posted by [Anonymous](#) on Mon, 25 Mar 2002 11:02:00 GMT

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Good game, well worth the money, I live in the US. As for mines, also remember Remote C4 counts in the total of 30 mines you can have. So as Hotwires/Techs are placing Remote C4 on MCTs, they are eating up space for your mines which are around your base. Also keep in mind that a lot of times when Hotwires/Techs are being chased, they will randomly throw mines in the hopes to escape or take out an enemy unit (just die, you are wasting mines and giving the enemy 30 free points for disarming the mines they didn't hit).

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