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Subject: need engee info? ask me :)

Posted by [Anonymous](#) on Fri, 22 Feb 2002 00:47:00 GMT

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Some tech types don't realize there is a limit. I just found that out a couple of nights ago. But with Technicians MORE IS NOT BETTER hehe. If it takes 3-4 C4 to destroy a building why do they lay down 5 prox mines next to each other in a row. To beat that I just make a throw away car, run into the tunnel and jump on them.. Bam 5 mines gone. Instead why not place 2 or 3 next to each other in the center of the ramp at regular intervals outside of prox range? That way they have to spend the time running back to hit the next set. If you are a savvy technician you will notice that you got a kill. Go back and refresh. The other thing I like to do is setup an easily passed decoy prox setup. And because I know exactly how they are going to "sneak" past them, I can setup their doom where they weren't looking. I have gotten loads of kills with that technique. I ranked 9 in a 32 player game and most of those kills were Technician kills. Of course it helps when it is a big game and people are accessing the tunnels all the time. It kept putting a smile on my face as I sat right outside the tunnel, heard a big explosion followed by <X> killed so-and-so, only to set the trap again and BOOM <X> killed so-and-so. You'd think they learn.

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