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Subject: Proxie Mines

Posted by [General Havoc](#) on Tue, 11 Mar 2003 13:16:13 GMT

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The amount of mines per building varies for each map and the team your playing. For instance on Hourglass your best mining the AGT, WF back door, Ref Back Door and the PP doors on GDI or OB, Hand, Airstrip, Ref back door and pp.

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