Subject: Theres no trick to it, it's just a simple trick!
Posted by Anonymous on Wed, 24 Jul 2002 14:36:00 GMT
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As a hotwire or Tech assaulting the MCT of a building, I use place my proximity mines ON the MCT. If an enemy runs by it or gets too close trying to repair ir, the prox mines go off and hurt the building badly. My estimation is that 1 prox mine is 1/3-1/2 a remote. So, dump 6 proximity mines on the MCT, someone walks near it and it's as though another 2 remotes went off on it.

Subject: Theres no trick to it, it's just a simple trick!
Posted by Anonymous on Wed, 24 Jul 2002 17:04:00 GMT
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It also has this nasty little tendency of keeping the engies busy while the timers tick away...

Subject: Theres no trick to it, it's just a simple trick!
Posted by Anonymous on Wed, 24 Jul 2002 21:25:00 GMT
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Place all other C4 first, then place the proxies over to make it hard to target.

Subject: Theres no trick to it, it's just a simple trick!
Posted by Anonymous on Thu, 25 Jul 2002 06:52:00 GMT
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If you have a technician and the time to drop all the mines, the building is destroyed anyway
Uberfahr