
Subject: Proxy Mines - through discussion / analyzation.
Posted by [Anonymous](#) on Mon, 20 Jan 2003 14:12:00 GMT
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quote:Originally posted by Rvddps:Ok --- HourGlass: 5 mines at AGT-Ok3 mines at WF door #1-Front door?no.3 mines at WF door #2-BAck door? 5.1 on WF MCT-no.4 mines at Barracks front-no.3 mines at PP door #1 no. if they get that far in you have other problems.3 mines at PP door #2-no(see above).1 on PP MCT....no, well im sure u get the rest.3 mines at REF door #13 mines at REF door #21 on REF MCTDo it like tht and no Nod will get in!(worked for meh!)On hourglass u put 5 mines in the agt and the rest on the sides to damage tanks.
