
Subject: Proxy Mines - through discussion / analyzation.
Posted by [Anonymous](#) on Tue, 14 Jan 2003 07:19:00 GMT

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quote:Originally posted by [sg]theOne:We will use Under & Hour Glass for this discussion THESE MAPS ONLY.Now the golden rule for me is always to have 2 sets of proxy in the base defenses, that obviously leaves you with 18 more mines to go.It seems that there are one of two ways to do this.1) Mine base defenses and choke points around / before base defenses and tunnels.2) Mine base defenses and all other buildings / tunnels.The fault in idea #2 is that well say in Under if you are NOD.12mines -Obo6mines -Hand6mines -Back tunnel6mines -Power PlantThats gravy and all but your not protected, one ent to Hand is wide open, PP is hardly safe, beacon ped isnt covered. Only air and Obo are relatively safe.However, if you place 12mines in Obo and the other 12 around the Obo @ choke points those vehics should never make it to the hand, pp or air.Now this is well and good also UNLESS they rush with flame 1st or 2x apc, one takes all the damage and the other is free to roam.Remimber under the other method you still wouldnt be protected so dont spout that ghey crap, Im looking for real innovation here people.Ideas ?Remember, it's Nod, not NOD.
