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Subject: prox mine

Posted by [Anonymous](#) on Mon, 20 May 2002 15:06:00 GMT

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Why not increase the mine limit?? cause there are players who... 'over' mine buildings. I've once counted 15 mines in a Tib Refin once. Where the enemy never attacked that building in the game so it was a waste of mines. This tactic, Although good, Would not work in most case's allot of snipers \*Like me\* Tend to turn around and look for any enemy around us. And some people use the 3rd person view. But there's also a point where Team Com is needed to like if a eng was heading for you and a team mate saw him. But didn't have time to kill him then how would he warn you??? I've had some of my team mates fire with there pistol or some gun and usaly when a bullet comes close to me I move cause im unsure if its a friendly or enemy.... nor do I want to find out. I think I am how ever well hated in the game by some players. im able to move about and fire and hit someone without even aiming. I even sometimes amaze myself because when im running and I see an enemy at a distance I point to them and Fire and Im guessing but about 78% of the time I get them in the head. I've always been called for using a cheat. Its not cheating its skill. Skill, Focusing, and waiting.... ever so waiting.... Oops sorry went off topic. Placing mines on someone is fun and scares the hell out of the person who might come up to that Kamakize person. I've had it done to me in a game once where the other team was total noobs and they didn't know how to buy vec's or units. So I was a sniper and the enemy kept on running head long into our base If I remember there where 6 other snipers on my team. At the end of the game and in the beginning of the next the team I was on dicated to tell the other team how to buy stuff... Although all I sead was read the manual... its in there

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