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Subject: I call this the:::THE PROXIE RULE:::::

Posted by [Anonymous](#) on Sat, 16 Mar 2002 03:13:00 GMT

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There is no point in placing just one or two mines in an entrance. That will hardly even scratch most infantry. You should place a full load (six mines) in every entrance, well spread out and NOT IN THE DOORWAY! That way you will be sure that no infantry can get through the door and no vehicles can blow the mines up. Also, DO put C4 in buildings with base defenses! On many maps (like Hourglass or City) it's easy for an APC to rush and hide behind an enemy structure whereafter a tech/hotwire can jump out, go into the building and blow it up unless it's mined.

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