

---

Subject: Proxie Mines

Posted by [\[sg\]theOne](#) on Wed, 12 Mar 2003 00:37:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

General HavocThe amount of mines per building varys for each map and the team your playing. For instance on Hourglass your best mining the AGT, WF back door, Ref Back Door and the PP doors on GDI or OB, Hand, Airstrip, Ref back door and pp.

IMO Best way to mine hourglass is.

1 set in base defenses

2 sets on the left side between base defenses & wall

2 sets on the right side between base defenses & wall

This way vehics do not make it base base defenses meaning you dont have to worry about the other buildings. Cause even if u mine PP er WEP or REF that doesnt stop a APC from going back there ALL LOADED up repairing a dropping a few beacons...which of course, blows ass.

My experience has been that the APC always pop before it even gets to the door of the base defenses and the infi get boinked by the remaining c4 outside AGT/OB and those that dont get a face full once they get inside by that last set.

ps. If your Nod you may want to mine the tunnel so they dont exploit an infi rush while obelisk is going off OR so they cant kill your turrets from the tunnels.

That config would be

1 in Obelisk

1.5 on left side

1.5 on right side

1 in tunnels

The turrets will make up for the missing mines.

---