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Subject: anti-proxy strats

Posted by [\[sg\]theOne](#) on Wed, 12 Mar 2003 10:40:39 GMT

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Never seen a thread on this so here it is :

Point #1

When you have two or more ppl and encounter proxy in a time sensitive situation (APC rush to OB/AGT) rotate who takes mine blast. Try to take out two or three @ per person. Careful of the lag I've died many times cause of non-realtime movement.

Point #2

The least expensive character should take it upon themselves to be the proxy sponge IMO since they don't have a beacon. This is commonly referred to as 'taking one for the team'.

Point #3

Proxy does not explode on vehicle contact. There is a 'player area' that triggers proxy, this area size does not change. Meaning the vehicle can safely travel over proxy permitting the player area does not enter the proxy trigger zone. So just because there is proxy doesn't mean you have to plow right through it, there is another option. Smaller vehicles obviously have the less of an advantage here since a higher % of total vehicle size shares space w/the player area.

That's all I got for now. I'm sure you all have some good tips to share so let's hear them.

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