
Subject: I call this the:::THE PROXIE RULE::::
Posted by [Anonymous](#) on Fri, 15 Mar 2002 14:01:00 GMT
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If you r playing in a map with no gaurd tower, the mine laying strategy goes as follows. You lay mines behind the doors in your structues, only a very few, say 1 on each door or 2 depending on the closest struture that can be accesed bye the enemy(if you think that more belong than, plz do so). YOU also have to creat choke points, like in tunnels and soforth. When you do have a guard tower in the map, the proxies should only be set at choke points, like in tunnels and other closed in spaces that your enemy likes to take, in order to acces your base. The guard tower is the overall bases defenses, bye addind mines to the ckokes you eliminate the other routes that your gurd tower has a trouble firing at. To put proxies in structures on a map with guard towers is a waste of proxies. If the opposing team manages to creep past the tower , it will probably be the closest structure to one of the tunnels. In cases of this happening a very few proxies should be set in that structure. In conclusion, maps with guard towers. Place proxies in choke points ONLY!!! to start the game. Maps with no gurd towers, the mahjority of the proxies should be set inside the sstructures, and the lesser of the majority, at choke points. REMEMBER THAT A TEAM CAN ONLY SET 30 PROXIES, AFTER THE 31ST PROXIES HAS BEEN SET, THE FIRTS PROXIE YOU SET, DISAPPERS. These r the standard rules for the noob tech. THANK YOU, BoBoTheRetardedClown

Subject: I call this the:::THE PROXIE RULE::::
Posted by [Anonymous](#) on Fri, 15 Mar 2002 23:49:00 GMT
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i think you're right. i often buy a tech as soon as it's available and have been placing the proxies inside the buildings regardless of base defenses. i will take your advice and start going to the choke points and place them there when there's a defense structure. thanks for the tip..

Subject: I call this the:::THE PROXIE RULE::::
Posted by [Anonymous](#) on Sat, 16 Mar 2002 02:49:00 GMT
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Good tip: Just still put proxies in or at entrance of guard tower as those silly APC rushes can be dangerous.

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.

Subject: I call this the:::THE PROXIE RULE::::
Posted by [Anonymous](#) on Sat, 16 Mar 2002 08:26:00 GMT
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Don't ever depend on mines to do the killing for you, mines are for severely damaging the hotwire and making an audio cue to find the hotwires location. Mines are ineffective if 2 enemys hit your building at the same time, the first one will clear all of the mines.Unrelated but.. last night I had the entire base mined perfectly, then someone changed to hotwire and started laying mines in the barracks entrance, or maybe I should say "layering" mines cause he put about 10 on top of each other. I screamed and screamed at him to no avail, then another guy started laying them at the gate entrance (the map was Walls). So besides two idiots who didn't know how to lay mines, the mines that they DID lay were disappearing almost instantly as the other guy would lay more mines. Finally the one in the barracks said "SOMEONE HAS TO LAY MORE MINES I CANT LAY ANYMORE" I then left.

Subject: I call this the:::THE PROXIE RULE::::
Posted by [Anonymous](#) on Sun, 17 Mar 2002 01:29:00 GMT
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Devon i hope i never play on the same team with you> if you wertre hotwire and i was her also, and we were playing at the map walls, you would make us loose with your stradegy. In some cases many mines can be usefull in revealed places, as well as hidden. On a map were there was a guard tower, the need for mines in our structures, is a t minimum. But i still think you should read my tips and like em. Other wise kepp loosinn as hotwire.

Subject: I call this the:::THE PROXIE RULE::::
Posted by [Anonymous](#) on Sun, 17 Mar 2002 07:10:00 GMT
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The thing about mines is that people can run straight past em. You have to put one at the entrance to a building, then lay them in lines behind that door so that infantry will run along the line. Don't forget to keep some around the pedastal. Don't do what someone above said and just lay tons of mines around. They will all blow up whilst the infantry runs through em.I good way to combat mines is to get a few suicides in. As killing yourself with mines gives the opponents very few points, and this might lead to the destroying of a building, then you should run along a path to take out mines so that engineers can get through. The only trouble is that this will affect you score in laddered matches so people aren't very willing to do it in laddered.
