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Subject: Mining Tactics

Posted by [Anonymous](#) on Wed, 27 Mar 2002 09:48:00 GMT

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quote:Originally posted by KingZeus[CnCRenegade.com]:Do NOT mine the doorways. That irks me when I see that. We only get 30 mines. On maps without defense, every single MCT needs to be mined. That means there are 4 buildings so approximately 5-6 mines each with a few left over for offense. So, you are better off mining the MCT rather than the doorways because anybody going through a door is headed for the MCT anyway. I disagree - especially in the case of the agt or obelisk. I want to blow them up before they get to the mct. And if you put all mines on the mct then they all go off at once - much better to spread them out so they are effective against more than one infantryman. For example in agt if you put 10 inside the door spaced up to the mct you can kill 3 infantry and not be bothered while you repair - especially on hourglass map. If you only have them on mct then you kill only one. Besides they can "throw" these things at the mct if they're smart and avoid detonating mines placed on the mct.

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