
Subject: Mining Tactics

Posted by [Anonymous](#) on Wed, 27 Mar 2002 00:05:00 GMT

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Think choke points.....mine at them and you will have to cover a smaller area. almost all the maps have them --for example - on the undermap - the main tunnel branches off - instead of mining the two exits - mine at the branch - it will take less mines and if your creative in laying them - by sticking them on the walls and ceiling - you will get more bang for your buck.Also - when you are laying the mines - dont group them close together - they will all go off - so if they send in a "CF" (cannon fodder) - all the mines go and the rest rush in.to help stop rushes - well - mines dont do that much damage to tanks --- but if you place them far enough away - so they take the armour down -- the agt/obi can hit them harder as they come closer.(helps to have the personal ion cannon or raveshaw to hit them as they pour in)i been playing around with the arrangements - and havent hit on a good pattern. Any suggestions? (the triangle seems to work best --)One of the other tactics i have been seeing is when the enemy engie comes down to rush - they stop outside the target and throw mines in -- (helps to kill the defenders and i think it damages the building (?)) pretty sneaky i think LOLBut the best way to stop a rush is to do your own..... muhahahahaha.
