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Subject: Gameplay tatic's a must read

Posted by [Krazyfoxx](#) on Thu, 14 Aug 2003 15:23:29 GMT

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There has been alot of good pointers here on mining and I agree that the way you protect buildings with mines depends on which map you're playing. One tactic I've not seen alot of people use, that I use more and more, is when mining a doorway to throw one mine (on both sides) on the wall close to the the door and two or three spread out several feet within the doorway. On small servers (24 or less) playing maps, like Volcano and Islands, w/o base defence's where an engineer can disable visible mines before entering, they're not likely to see the mines you've placed on the walls and at least be damaged severly or killed. On maps with defence's, where you have more bldg's to cover, place only one or two on floor (with two or three on wall). Most of the time during a rush if an engy only see's 1 or 2 mines, he will run through them knowing he's got a good chance of making it but get nailed by the one's he did'nt see.

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