Subject: Say it with me - "ONLY 30 MINES"
Posted by fl00d3d on Thu, 13 Nov 2003 21:30:12 GMT
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Plus if he scatters all 3 of them on the edges all they have to do is either:

(1) Have an engineer or someone suicide on the mines

(2) or just peak in the door, take light damage, then finish running in.

Spash damage is never as life threatening as blast damage. So making the mine explode inentionally then backing off real quick (so you're not on top of it when it completely explodes) will cause LESS damage than if you were to just run right through the mines.

Usually 4-5 well placed mines are enough.

My logic has changed recently (because people are starting to figure out the art of suicide bombers and toe-tapping) ... so now I just put a couple of mines that will cause enough damage to make it easy to kill them when someone comes to repair.   *wink*