
Subject: Question

Posted by [blinky_182](#) on Sun, 29 May 2005 21:30:35 GMT

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Ok it takes 5 mines to kill a full health hottie/tech right? And its 6 to kill a 1000 credit character? Am I wrong about this? It's kinda dumb that didn't know this exactly for this long, but I wanted to be sure, I've been mining with 6 per door.

Subject: Question

Posted by [Aircraftkiller](#) on Sun, 29 May 2005 21:31:09 GMT

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Remember, they're Hotwires and Technicians, not hotties and techs.

Subject: Re: Question

Posted by [Spoony_old](#) on Sun, 29 May 2005 21:56:40 GMT

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blink_182Ok it takes 5 mines to kill a full health hottie/tech right? And its 6 to kill a 1000 credit character? Am I wrong about this? It's kinda dumb that didn't know this exactly for this long, but I wanted to be sure, I've been mining with 6 per door.

Roughly correct, but there are ways to reduce the damage you take from proximity C4.

Subject: Question

Posted by [gufu](#) on Sun, 29 May 2005 21:57:26 GMT

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Subject: Question

Posted by [csskiller](#) on Sun, 29 May 2005 21:57:50 GMT

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looks at Aircraftkiller's post pfft.

Anyways yeah that's correct 5 mines will kill virtually any non \$1000 infantry. Granted that the mining pattern you used is effective.

Subject: Question

Posted by [flyingfox](#) on Sun, 29 May 2005 23:29:41 GMT

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The mining pattern isn't relevant as long as you space each mine out a little, without taking into account burn damage you sometimes receive. I frequently get past 6 mines as a hotwire or technician and am left with very low health, maybe 30 HP. I don't know, I just run into them and fall back to try and avoid damage. Tripping them from behind walls gives you hardly any damage, but they aren't always set close enough for you to do this.

Subject: Question

Posted by [blinky_182](#) on Mon, 30 May 2005 01:44:12 GMT

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I usually try to spread them out and to make sure they are as far back as possible, but it can get difficult as placing too far the enemy can get around 1 or 2 mines.

Subject: Question

Posted by [Jzinsky](#) on Mon, 30 May 2005 12:20:20 GMT

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2 just inside the door, then 3 behind them. I usually find that works well enough because no noob with a 1000 character is going to risk blowing themself up, and anyone who will walk through usually has backup anyway..

Subject: Question

Posted by [flyingfox](#) on Mon, 30 May 2005 19:28:08 GMT

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Remember, the old 3 SBH trick gets past 6 mines easily by the SBH taking turns to trip them. This gives each SBH minimal damage.

Subject: Re: Question

Posted by [Blkfort](#) on Fri, 21 Apr 2006 04:45:06 GMT

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hmm u can minimise dmg, instead of standing near the mines, try to go near the wall, the mines would detonate inside, hurting u a little.
I only do that when obi is mined, but for agt... i would throw remote c4 inside... then i rush in... i would die of coz, but.. some how 90% of the time no1 would see my c4... and it can kill a bunch of ppl hiding inside... ^^ try it!

Subject: Re: Question
Posted by [terminator 101](#) on Fri, 21 Apr 2006 14:14:48 GMT
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