Subject: mining behind the walls
Posted by Veyrdite on Tue, 30 Jan 2007 07:20:25 GMT

good tactic?
i am guessing so seeing as you have to use less mines as it deals more damge near the head, and is un-noticable
see attached

```
File Attachments
```
1) uppermining.JPG, downloaded 822 times

Subject: Re: mining behind the walls
Posted by Renerage on Tue, 30 Jan 2007 07:26:09 GMT

dthdealer wrote on Tue, 30 January 2007 02:20good tactic?
i am guessing so seeing as you have to use less mines as it deals more damge near the head, and is un-noticable
see attached

Do the mines actually know the difference between a mine near the head and down below?

(Meaning, are you sure it does more damage?)

Subject: Re: mining behind the walls
Posted by w0dka on Tue, 30 Jan 2007 08:05:48 GMT

i don't know if mines can "headshot" but its nearly impossible to disarm the mine there and if you don'T see them you maybe loose your hottie while you try to visit the pp ... instead walking in the really unmined warfactory Explosives attached to the head do more damage.... thats correct... but if the blast adius can "headshot" ..... don't know

Subject: Re: mining behind the walls
Posted by Goztow on Tue, 30 Jan 2007 08:07:05 GMT
View Forum Message <> Reply to Message

I think the wall takes a part of the damage though, making it less lethal.

Subject: Re: mining behind the walls
Posted by Renerage on Tue, 30 Jan 2007 08:13:24 GMT
View Forum Message <> Reply to Message

Ok, fair enough, but would the wall itself be "damaged"?
Cant see that, the wall would take the damage, but unless friendly fire is on, nothing would happen, correct?

Subject: Re: mining behind the walls
Posted by R315r4z0r on Wed, 31 Jan 2007 01:29:33 GMT
View Forum Message <> Reply to Message

yes, the closer the mine is to the head, the more lethal.

How to test?

Buy an engineer, put one Remote c4 by your feet. Then blow it up. Look at your health.

Go get a refill. Put another remote c4 near your feet, but this time crouch on top of it, THEN blow it. compare.

About this topic.. I am iffy, because it seems like it should work, but there is something telling me that it doesn't.

Subject: Re: mining behind the walls
Posted by Ryu on Wed, 31 Jan 2007 05:14:12 GMT
View Forum Message <> Reply to Message

Goztow wrote on Tue, 30 January 2007 02:07I think the wall takes a part of the damage though, making it less lethal.
 That and the fact you could place the mines too high that you wouldn't hit em'.

Subject: Re: mining behind the walls
Posted by Veyrdite on Wed, 31 Jan 2007 06:12:50 GMT
View Forum Message <> Reply to Message

---

if i am correct, some maps have no projectile col on the inside of the doorway, so you can hide them in there as well.
yeah, its really easy to get them too high, seeing as placing proxies always goes to left or right.
if friendly fire was on it would do the same damage as having them on the floor as long as they dont go on the exterior of the structure. even less seeing as you place less because of the larger amount of damage caused to the head.
crouching might avoid it, but most people jump in to avoid enemy fire or defences. crouching would be really slow as well

---

Subject: Re: mining behind the walls
Posted by Renerage on Wed, 31 Jan 2007 11:00:35 GMT
View Forum Message <> Reply to Message

Situation:

Islands-
GDI crushing nod with tanks, all nod have are raves(all buildings)-

Your a tech, stealth-suited.

Your not being followed-

You sneak into the Ref-
You crouch, still no one since they are all at the nod base.

You place your times, they blow, you place your remote, they blow.

GG.

Why?

They would rush to get meds or mrls, even if the REf is down.
Raves would maul them to shreds.

My opinion only

Puts on anti flame shield

Subject: Re: mining behind the walls
Posted by Nglegs on Thu, 01 Feb 2007 02:24:51 GMT
View Forum Message <> Reply to Message

After reading this topic In my last game I placed 5-6 mines above the door and I noticed that a tech got in the pp without dying, Im not sure if all the mines detonated. Offcourse in the end he tried running out the other door and I guess didnt see those mines

Subject: Re: mining behind the walls
Posted by nopol10 on Thu, 01 Feb 2007 11:16:04 GMT
View Forum Message <> Reply to Message

Something to do with mines: Is glacier_flying supposed to have invicible c4s on the snow floor?

Subject: Re: mining behind the walls
Posted by Sccrscorer on Thu, 01 Feb 2007 14:31:04 GMT
View Forum Message <> Reply to Message

its just a glitch. they appear in the repair beam thingy in the middle.if u want to take em out just repair them from the middle