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Subject: Tip for those who like to use Mines  
Posted by [Anonymous](#) on Mon, 18 Mar 2002 01:21:00 GMT  
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I always go to the enemy structure with an advanced engineer i deploy the timed c4 and throw some mines on the main panel. Then the remote. And then detonate the remote c4. Structure under attack... The engineers runs to the structuur to repair it and then BOOM...!Structure Destroyed.... HAHAHA.....

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Subject: Tip for those who like to use Mines  
Posted by [Anonymous](#) on Mon, 18 Mar 2002 01:24:00 GMT  
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And it very handy when deploying an beacon just throw some mines around the beacon never on it because the engineers can disable it from distance.

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Subject: Tip for those who like to use Mines  
Posted by [Anonymous](#) on Mon, 18 Mar 2002 03:38:00 GMT  
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If you are gdi in the hourglass map spread the mines around the defence tower. Because thats the first thing where the flame tanks come. Place mines on the main control panel and not behind doors. Most off the buildings contain 2 or more doors. The enemy only wants to place its c4 on the main control panel.

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Subject: Tip for those who like to use Mines  
Posted by [Anonymous](#) on Mon, 18 Mar 2002 04:09:00 GMT  
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Do NOT place any C4 on the MCT - that's the stupidest thing you can do. It's very easy to stay out of range of the mines and throw the C4 on the MCT and then you've wasted your mines. Also, flametanks take very little damage from mines - the only vehicles that they can sometimes be useful against are APCs and buggies/hummers. To defend against a flamerush you need to actually be defending. Another thing - it's never a good idea to stack mines. If you do that an enemy soldier can just run into the stack and blow up all the mines in one run, and if he's travelling together with another person that other person can just walk right in. Place the mines well spread out inside the building corridors behind the entrances. By the time any techie/hotwire has defused enough mines to pass through they should be discovered if you have any kind of defensive strategy. Remember, the point of the mines is not to kill an enemy, its to slow him down or force him to take another route so your team gets an opportunity to find him. On a related note, never kill enemy infantry in your base if they have placed all their C4. If you kill them they will spawn in their base, buy something new and attack again. If you leave them they have to run all the way back to base or suicide and loose a lot of cash. The exception to that rule is of course infantry units like Mobiuses and black hands that can do considerable damage with their regular

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weapons.[ March 18, 2002: Message edited by: Devon ]

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Subject: Tip for those who like to use Mines  
Posted by [Anonymous](#) on Mon, 18 Mar 2002 06:07:00 GMT  
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Most of the people just run to the Main Control Panel not looking for the minesbut its tru they can throw them on the MCP. Just plant the mines in front of the mcp.

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Subject: Tip for those who like to use Mines  
Posted by [Anonymous](#) on Mon, 18 Mar 2002 06:17:00 GMT  
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If you plant them in front of the MCT you'll need so many mines that you might just as well mine the entrances.

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Subject: Tip for those who like to use Mines  
Posted by [Anonymous](#) on Mon, 18 Mar 2002 07:00:00 GMT  
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quote: On a related note, never kill enemy infantry in your base if they have placed all their C4. If you kill them they will spawn in their base, buy something new and attack again. If you leave them they have to run all the way back to base or suicide and loose a lot of cash. The exception to that rule is of course infantry units like Mobiuses and black hands that can do considerable damage with their regular weapons. I don't know about that one. Many times I've run my Tech/Hotwire into enemy base, blown my C4 (hopefully destroying a building), then just gone to hide behind the Weapons Factory or Airstrip building - always using 3rd person view for this, as you can see around corners with it. Then, I just wait a few minutes till they build a vehicle, steal it from them and rampage thru the base. So, in short, I think it's a bad idea to leave any opponent alive in your base.ps. For anyone that likes to split hairs, the stealing thing doesn't always work. It's just an example that I've happened to successfully employ many, many times as I'm sure others have.[ March 18, 2002: Message edited by: urban\_skunk ]

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Subject: Tip for those who like to use Mines  
Posted by [Anonymous](#) on Mon, 18 Mar 2002 07:01:00 GMT  
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I only mine at small passage way at height height on both side of it. Hand of Nod's MCT can have no one coming in and only need about 6 of them and still save some for other building. I hate air strip as placing C4 on it instead of tbe building does about the same amount of damage.

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Subject: Tip for those who like to use Mines  
Posted by [Anonymous](#) on Mon, 18 Mar 2002 08:43:00 GMT  
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Ahem. You can't steal vehicles right out of the factory. Only the buyer can get in the vehicle for the first 30 seconds - and that limit applies to both teammates and enemies. To steal a tank right out of the factory you have to kill the buyer first. Now, if you manage to kill a soldier or whatever class the other person is with your hotwire before said person can jump into their vehicle, then great. But usually that's not a tactic that will work. And besides vehicle stealing, there's not much you can do in the enemy base without heavy weaponry or C4.

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Subject: Tip for those who like to use Mines  
Posted by [Anonymous](#) on Mon, 18 Mar 2002 09:14:00 GMT  
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Forgive my apparent ignorance, Devon, but I've taken a Nod vehicle right off the airstrip when it was still rolling from being dropped off by the plane. Is that 30 second rule a server option, does it only apply to GDI - you said factory, does that encompass Nod Airstrip as well? If so, I must have been playing on several servers without it. [ March 18, 2002: Message edited by: urban\_skunk ]

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Subject: Tip for those who like to use Mines  
Posted by [Anonymous](#) on Mon, 18 Mar 2002 09:51:00 GMT  
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Well, it applies for both GDI Warfactory and Nod Airstrip and there is no server option to disable it (although it might be disabled in non-laddered games or something). However, there was no 30 second rule in the unpatched version. Also, the 30 second rule is disabled if the buyer gets killed or buys another vehicle which happens every now and then. Personally I've only been able to steal a vehicle right out of the factory/airstrip once and that was because I shot the buyer when he ran towards the vehicle.

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Subject: Tip for those who like to use Mines  
Posted by [Anonymous](#) on Mon, 18 Mar 2002 12:23:00 GMT  
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STOP WASTING MINES. You can only have a total of 30 mines and or remote C4s. You gain 30 points per mine you deactivate. -Do not throw Trigger C4 around your base with your Engineer. This wastes the number of actual Mines your team needs. -Pick one person in your team to lay Mines. If you have more than one person, you will end up over mining your base. -Do not lay mines in a tunnel that is not constantly guarded or a tunnel your team can not secure. It is too easy for an enemy to deactivate mines and gain 30 points for each mine you layed. -Lay mines a little inside the building doorway. If you lay mines outside the doors, vehicles will absorb the damage giving the enemy a clear path to the MCT. -Stack Mines. If you stand in the same spot and do not move, you can stack your mines. If mines are stacked (such as a frequently used cave

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mouth) you can destroy the enemy in one hit.-Spreading out mines can be dangerous. If you spread them out too far, the enemy will stop when they get hit and find another path. The enemy can also walk into select mines, run to repair themselves, then walk into more mines until they clear a path.-Do not expect mines to stop everything. Mines against vehicles are often just to soften up a vehicle. This allows your base defenses to quickly destroy a vehicle and move on.Remember, you can only have a total of 30 Mines and or Remote C4 charges per team!!

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Subject: Tip for those who like to use Mines  
Posted by [Anonymous](#) on Mon, 18 Mar 2002 13:20:00 GMT  
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Yep, same here.Happened to me a lot of times, getting to the enemy weaps factory/airstrip, waiting for a powerful vehicle, and then not being able to get in.They should get rid of that

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