Subject: Planting Mines
Posted by Anonymous on Mon, 17 Jun 2002 19:17:00 GMT
View Forum Message <> Reply to Message

"Oh Boy" First COMMUNICATION! Engineers should communicate, let eachother know which building have already been mined and how many you used (remember the 30 deal). SPACE...Space them out, place one in any doorway and backup to a distance as to when one explodes it does not set off the other, place another and so on. Don't put them all together this is just a waste. Oh and always put one mine on the panel!

Subject: Planting Mines
Posted by Anonymous on Mon, 17 Jun 2002 21:28:00 GMT
View Forum Message <> Reply to Message

I find that three mines per building doorway works quite well and doesn't use up all the mines, either.

Subject: Planting Mines
Posted by Anonymous on Mon, 17 Jun 2002 21:55:00 GMT
View Forum Message <> Reply to Message

three per door is ok, but I like to throw 2 more or so near the mct, to really kill the higher class characters.It's a tough balance to work out. One thing I would remember when mining is to put the les simportant mines first if you have time. That way if you hit 30, and someone uses a remote c4 or some other person starts mining, you won't lose the really important mines first. Obviously on maps with easy rushes and no defenses like walls and such you want to adjust accordingly, but otherwise, that's what I try to do.

Subject: Planting Mines
Posted by Anonymous on Tue, 18 Jun 2002 16:54:00 GMT
View Forum Message <> Reply to Message

The big key to mining is SPACING as said above.It really helps when you have multiple people rushing a building. When the mines are in a pile you may get one kill, but then two or three others run in behind unharmed because all the mines went BOOM at once.