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Subject: New Mining tactis(always works)

Posted by [Anonymous](#) on Tue, 11 Jun 2002 10:15:00 GMT

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It's pretty hard to mine every door and still be able to kill the higher-end characters. I mine the doors I know that the rushers have to go to it or commonly go to it to get to the mct. The rest go to the area around the mct. My logic for mining is that if they -have- to run over a place to get to the mct to destroy it, that place needs mines. Even 3 mines takes a few seconds to disarm - more than enough for someone to at least spot you. I don't even bother trying to disarm c4 mines at a door if I'm a regular engineer rushing. Better to run over them to "disarm" them so the other rushers can get in.

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