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Subject: New Mining tactis(always works)

Posted by [Anonymous](#) on Sun, 09 Jun 2002 09:20:00 GMT

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Finally I was able to register. Been wanting to participate in the discussion for so long. I'd like to settle the mining debate. I always get into arguments with people about how to mine (by the door, on the mct, stacked high, on a guy, whatever). It really depends on the map, but when I'm mining, I always do: 3 or 4 per door, on the floor or on the inside door frame-3 to 5 in the area near the mct. Mining the mct itself is useless, IMO - you can toss a c4 and never touch mined mct's. But you have to get near the mct to c4 it, that's why I mine right in front. The number obviously depends on the map I'm playing. Arrangement - I usually plunk down mines spread out, in an oval or a line if it's a door. It only takes 3 mines to kill a normal character, but you waste 2 if you have, say, 5, and they are stacked or close together and some normal soldier kills themselves on them. I never mine tunnels. I think it's a waste - you can't watch the mines all the time, and lots of tunnels have too many exits or are too wide to cover to be worth it. Well...there is one exception - Field, where either team can place beacons near a building and avoid base defense. I'll usually reserve 6 for there. But otherwise, forget it. So how does everyone else mine? Am I wrong for mining the way I do? [ June 09, 2002, 10:46: Message edited by: -HDC- Hibiki ]

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