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Subject: New Mining tactis(always works)

Posted by [Anonymous](#) on Sun, 09 Jun 2002 06:42:00 GMT

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Hello there.This is indeed a good tactic, although its not that new after all. However, in your description, you use 5-6 mines per door, which is to much. 3-4 are enough, especialy if you want to protect all important buildings.The worst thing a learning-mine-layer can do is to place the mines outside a building. When I APC rush and see a couple of mines in front of the entrance I always use the APC itself to "disarm" them. Thats why I usualy start a game with the "I'll mine our base - please no one else do" line. Sadly ppl do not always listen . BTW: mines in a tunnel, independent from the map, are free points for the enemy engineers.Mfg,ChaosE

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