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Subject: On Mines - The Proper Frigging Use Of  
Posted by [Anonymous](#) on Wed, 29 May 2002 07:00:00 GMT

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quote:Originally posted by Squiddley:Remembering the 30 mine limit, including c4, there's not enough to go around. Mining the "entrances" to the base is usually futile. Chances are the mines will either be noticed and avoided, or placed in the wrong locations. Mines are also best used (IMHO) for anti-personnel than -vehicle. Beacon placers tend to prefer the backside of buildings (eg the PP in city) or inside structures. That way they have at least some cover/protection than if they were outside. Also, vehicle/engineer rushes will inevitably end at a building door, and they all pile in, so well-placed mines inside doors will do the business. Not kill all maybe, but damage/scare 'em. Once the beacon is placed, and the whole world is warned, it's far easier to cower inside a structure than in the open, as you tend to become a lead magnet. There's no hard and fast, but times when either method is needed. You have point. People often forget about those beacon spots.

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