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Subject: Mine placement!

Posted by [Anonymous](#) on Fri, 24 May 2002 11:30:00 GMT

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I'd lay more than three mines in any building entrance that's a bit closer to the base entrances, as the hotwires/techs can rush in with three, and there'll still be two left to destroy the building (off course, you get a warning from hearing the mines explode, but 2 engie guns can still hold of one or two guys long enough to detonate their C4). I always hate it when I'm rushing in with a fellow hotwire/tech and run into half a dozen mines, which halts our little operation to blow up an AGT/Ob

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