

---

Subject: Mine placement!

Posted by [Anonymous](#) on Thu, 23 May 2002 00:01:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Yes, I know it's been said before! But no one has listened! YES, for all you n00bs out there, there IS a limit of 30 mines! And NO, you do not have to plant all of them on one door to make them work! Here's some handy guidelines for placing the c4, that might even leave you a few extras to throw at people!

1. Plant mines where they are needed. This does not mean mining the tiberium field, or placing a line through every tunnel on the map. This means placing them in a frequently-attacked area.
2. Try to place as few as possible without losing effectiveness! Too often, you will go through a door and see ten mines stacked all over the place! Do not do this! Three per door is a good maximum, but there are ways to have less and still get more out of them!
3. Mine PLACEMENT! Location, location, location! A mine in the middle of the floor is easily spotted by an engineer, and just as easily disarmed. The best place to put mines is where they are hard to find, yet oh-so-deadly. Best place? Right over the door. Two mines placed right above the door are rarely noticed, but very deadly. It's practically the equivalent of hitting someone in the head with a rocket launcher. Yes, one-hit-k-o. Yes, it DOES take more skill than placing them on walls or all over the floor, but it allows you to get more out of each mine, and-dare I say it-have a few left over for other places such as alternate base entries (where they should be placed similarly). Another good place for a mine or two is right on the pedestal, as it will either force your enemies to sweat the damage (and alert you to their location-the bang is very telling), or be an engineer when pedestal-planting.

What NOT to do: Do NOT place mines on your team's vehicles, especially not aircraft. I had a hotwire load my orca with c4 before I even got to it, and since you can't disarm your own c4, it was either fly a bomb or waste 900. I ended up being blown out of the sky by their c4 when an apache got too close. Thus, 1900 creds wasted because of an idiotic engineer. IF THE DRIVER DOES NOT WANT THE C4, DO NOT PLACE IT! It is fine to do this if it is YOUR vehicle, but booby-trapping someone else's investment is a sure way to be hated. DO NOT Plant prox mines on MCT's...it only gets the n00bs. If someone does an engine rush, they DO have repair guns, and WILL disarm all of the mines. What if you don't notice them slip in? Then you have just wasted mines that could have been better served on the door, where the engines would have been hurt by them. Yes, they have to get within trigger range to plant c4, but a skilled engineer team can, even under fire, disarm your mines, and kill the building anyway. SO much for that. Please, all you wanna-be minelayers, THINK before you THROW...

---