
Subject: ACK or anyone else but preferred ACK
Posted by [Anonymous](#) on Fri, 19 Apr 2002 14:45:00 GMT
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I use 6 on each door on the critical buildings, but well spread out. That will stop two people, which means any single vehicle rush except APC automatically fails. On maps where mines are needed on too many places, five or four on the important places, always well spread out. Three isn't enough - they can just run straight through that and still live. As for mining around the MCT - don't. Especially not in HoN/Powerplant. You need so many mines to cover the MCT in those buildings that you can get the same effect (or better) with fewer mines around the doors. Everytime I see someone mined around the MCT in a building (or sometimes even ON the MCT... lol, morons) I just stand a few meters away and throw my C4 on my target. Also, if I'm unseen, I've got plenty of time to disarm the C4 since I'm inside the building - that doesn't work with C4 at doorways. [April 19, 2002: Message edited by: Devon]
