
Subject: Tip for those who like to use Mines

Posted by [Anonymous](#) on Mon, 18 Mar 2002 04:09:00 GMT

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Do NOT place any C4 on the MCT - that's the stupidest thing you can do. It's very easy to stay out of range of the mines and throw the C4 on the MCT and then you've wasted your mines. Also, flametanks take very little damage from mines - the only vehicles that they can sometimes be useful against are APCs and buggies/hummers. To defend against a flamerush you need to actually be defending. Another thing - it's never a good idea to stack mines. If you do that an enemy soldier can just run into the stack and blow up all the mines in one run, and if he's travelling together with another person that other person can just walk right in. Place the mines well spread out inside the building corridors behind the entrances. By the time any techie/hotwire has defused enough mines to pass through they should be discovered if you have any kind of defensive strategy. Remember, the point of the mines is not to kill an enemy, its to slow him down or force him to take another route so your team gets an opportunity to find him. On a related note, never kill enemy infantry in your base if they have placed all their C4. If you kill them they will spawn in their base, buy something new and attack again. If you leave them they have to run all the way back to base or suicide and loose a lot of cash. The exception to that rule is of course infantry units like Mobiuses and black hands that can do considerable damage with their regular weapons.[March 18, 2002: Message edited by: Devon]
