
Subject: Mine Matters

Posted by [FoxURA](#) on Mon, 02 May 2005 04:59:25 GMT

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There is no one 'best way' to mine any map. If your enemy is creative, your mines will be gone quick. As an example, I was on Islands as Nod. I was a SBH helping to escort another SBH with a nuke and we were backed up by 2 engineers doing demining/medic duty. They took turns demining tunnel exit mines and the only thing that forced us to pull back were not mines (which were all gone at this point), but observant infantry that spotted evidence of our activity (vanishing mines) and acted accordingly. In other words, just mining alone is useless, what counts is patrolling in addition to mine laying. For example, if you mine only the perimeter of the base and have patrols to check for breaches, then you will know almost instantly when the base is compromised which in turn, greatly reduces the survival rate of any intruders.

As for APC rushes, I have found that the best defence has nothing to do with proximity mines. It has been my experience that nothing is as effective in dealing with intruders than remote C4.

There are two ways to do this should the APC survive long enough to deliver its crew (which is highly unlikely if proper scouting/reconosance measures are taken to spot the threat well outside the base).

1. Plant remote c4s in the buildings that are most likely to be hit in the area surrounding the MCT. This increases the odds of detonation with the target near by which increases the damage providing you are patient enough to let the enemy get inside the building before detonation. This strategy requires dedicated base defenders to be truly effective and is often best used to compliment Proximity placement in areas outside of the buildings to help provide warning.

2. Use the remote c4s as offensive weapons against intruders, in close quarters there is no better weapon. For example, when intruders are in buildings, I have found it more beneficial to trade from a thousand dollar unit such as Ravisha in exchange for a simple engineer. To understand this, take into consideration the actions of an experienced rusher. They do not stand still long enough for even laser chain gunners or Mendozas to land enough hits to finish them off before the damage is done, even shotgunners and chemsprayers have trouble finding the marks. Remote C4s on the other hand have a large blast radius and only have to be remotely (no pun intended) close to get the job done. For example, I was a character unit, a Ravishaw, with a low rate of fire and I was dealing with 3 rushers mining the ob and all proxies were gone. There were several soldiers and flame throwers sending in a withering stream up bullets and flames, but it wasn't killing the Hotwires fast enough. I switched to an engineer, threw in a remote c4 into the ob which was in the air above the center, and hit detonate. I then heard the satisfying *boink* along with 3 messages appearing that started with FoxURA killed... This same tactic has proven effective in every building in Nod and GDI as well as the tunnels, just outside buildings dealing with beacon defenders, and has saved many buildings from destruction by killing the enemy while leaving enough time to disarm the timed c4 on the MCT or the beacon outside a critical building.

The only downsides of the second one is that you only have two shots before having to get to a Purchase terminal and getting a reload; however, with a bit of practice, you should find yourself wasting few and fewer shots, and that if you trigger too close, you will take yourself out as well.

In the end, it is not how or what you mine that really matters. It is what else you do in addition to mining that counts.
