
Subject: Mine placement!

Posted by [Anonymous](#) on Wed, 22 May 2002 13:19:00 GMT

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Also I would like to add:Dont put C4 on your own team mates because when you detonate the bome you are bacicaly giveing away there location (not good for SBHs)Also the AGT/Ob does not need 30 mines placed all over it, just 3:AGT1) in door way 2) a little closer to the MCT (NOT on it)3) in the corner by the door (enemy seems to go to the left corner more than right, and they get time to detonate there C4 and change weapon tooOb1) In door way2) left of the door way (where they allways hide to detonate there C4)3) By MCT (NOT on it)There is no need to put mines on top of each other in one big pile:Apc rush with 5 Techs come in and get in your PP and all your mines are in one big pile (about 6-7 mines) Tech 1 gets in first and runs in and is blown up THEN Tech 2, 3, 4 and 5 have a clear path and blow up your PP (that happens to me all the time with n00b mine layers)You need 3 mines per door per building (i.e PP needs 6 mines and the AGT need 3) that should be perfect and in building like the PP dont put 3 right on the door step... put a few closer to the MCT to.Also (mainly flying maps) It is a good idea to put a mine or two on the building ramp because it takes quite a while to get to the top of the Weapons factory to disarm a beacon.

Subject: Mine placement!

Posted by [Anonymous](#) on Wed, 22 May 2002 13:38:00 GMT

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quote:Originally posted by Super Dan:Also I would like to add:Also the AGT/Ob does not need 30 mines placed all over it, just 3YES! AMEN! RIGHT ON!(3 n00bs all planting mines on or near teh ob/agt)me: dont put them all there! spread them around to other buildings!them: Shut up man! if this thing goes were toast!me: What about the power plant! put soem in the power plant!them: SHUT UP! You are such a n00b. go away!(2 enemy APC's come filled with engis and rush straight for teh PP adn blow it up in seconds)

Subject: Mine placement!

Posted by [Anonymous](#) on Wed, 22 May 2002 13:48:00 GMT

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hate n00bs with proxieshate n00bs with proxieshate n00bs with proxies

Subject: Mine placement!

Posted by [Anonymous](#) on Wed, 22 May 2002 13:49:00 GMT

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When starting a game ALWAYS discuss who is placing mines!!And about this: quote: 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

Subject: Mine placement!

Posted by [Anonymous](#) on Wed, 22 May 2002 13:54:00 GMT

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quote:Originally posted by midashand:YES! AMEN! RIGHT ON!(3 n00bs all planting mines on or near teh ob/agt)me: dont put them all there! spread them around to other buildings!them: Shut up man! if this thing goes were toast!me: What about the power plant! put soem in the power plant!them: SHUT UP! You are such a n00b. go away!(2 enemy APC's come filled with engis and rush straight for teh PP adn blow it up in seconds) Humm... where do I remeber that from... oh yeah its the sort of things n00bs do all the time lol.It makes me so mad when n00bs do this to you

Subject: Mine placement!

Posted by [Anonymous](#) on Wed, 22 May 2002 13:54:00 GMT

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When starting a game ALWAYS discus who is placing mines!!And about this: quote: 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@ mines above the door may be verry effective but as you sayd they are hard to spotalso for your team and will think theyre are no mines and will mine the door anyway so...

Subject: Mine placement!

Posted by [Anonymous](#) on Wed, 22 May 2002 13:56:00 GMT

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whoops sorry bout that

Subject: Mine placement!

Posted by [Anonymous](#) on Wed, 22 May 2002 14:13:00 GMT

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NOOB MINE STORY!Ok, I was just in a game that was lost-that's right-because of dumb use of mines. Some n00b though theait it was best to mine the tunnels(6 apiece, 2 tunnels) and for some dumb reason, they put TEN on the beacon pad. WHenever someone would place them where they needed to be(erasing the n00b's mines), he would RE-place them. As if the entire enemy team is going to concentrate on the pad? Maybe one on the pad, but not 10...So the rest follows that while I and another player were bombing the Nod PP(and having good sucess: it was almost dead), We hear this: "GDI Tiberium refinery, unde...GDI Tiberium Refinery Destroyed" Well gee, isn't it great that the mines were where they needed to be? Of course, about then, a second message: "GDI Power Plant, Destroyed". SO I start pulling back my MRLS to see what's what, it gets blown to hell by a Nod guy. I run back to base, barely alive, seeing tons of mines in the tunnels, a few scattered in the main base area, and a big wad on the pedestal. Someone(and rather obviously) says "WHAT NOOB IS MINING?!".So the next attack comes, and I see this hotwire running around the barracks, planting mines all over. We hear "Nuclear strike beacon Deployed", and run to search for it. It's in the WepFac, and well hidden. Boom. Nice to have some mines in there! "GDI Weapons Factory, Destroyed" An apache, a flame tank, and an engineer skillfully, and mine-free, blow the AGT to smithereens.In a twist of final irony, the last blow came in the form of a nuke beacon-placed on the roof a few meters above the well-mined pedestal.Just an example-DO NOT BE LIKE THIS GUY!

Subject: Mine placement!

Posted by [Anonymous](#) on Wed, 22 May 2002 18:29:00 GMT

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Note: if you have less buildings, put more C4. It takes 6 to kill a \$1000 character and they like to rush Volters at you in the late game. And don't put lots of remote C4, that is actually is linked to the Prox limit.

Subject: Mine placement!

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

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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 engie 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...

Subject: Mine placement!

Posted by [Anonymous](#) on Thu, 23 May 2002 00:55:00 GMT

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Actually mine placement at head level has no additional impact. Tested and proven dozens on times over. Otherwise I'm pretty much in agreement, but most people know this already. If they don't, they also don't read the forums, so this is pointless.Not a flame, just an unfortunate observation when I played with newbs in the past. We have none of these issues at the WOLF servers.

Subject: Mine placement!

Posted by [Anonymous](#) on Thu, 23 May 2002 03:27:00 GMT

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quote:Originally posted by Nukelt15:What NOT to do: DO NOT Plant prox mines on MCT's...it only gets the n00bs. This all depends on how many players in the game, with 20 or more on each team is placing them on the MCT quite effective (not more then 2 or 3). Off course you need 3 or more at the entrances as well. Just listen too all the beautifull "boinks".A good example were this is effective is the PP en the Ref. in City when playing for GDI, 9 out of 10 they rush into these buildings.I do agree with less players placing them on the MCT is just giving points away.WOLname dutchduc[May 23, 2002: Message edited by: Duc]

Subject: Mine placement!

Posted by [Anonymous](#) on Thu, 23 May 2002 03:50:00 GMT

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why dont ppl, place mines on a bridge or a bottleneck area where enemie tanks will have to go to get to ur base?? thats a good idea, ive never ever planted a mine though lol

Subject: Mine placement!

Posted by [Anonymous](#) on Thu, 23 May 2002 06:28:00 GMT

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quote:Originally posted by Hostile*Stalker:why dont ppl, place mines on a bridge or a bottleneck area where enemie tanks will have to go to get to ur base?? thats a good idea, ive never ever planted a mine though lolyur kiddin right?how many mines will it take to blow up an mammoth?

Subject: Mine placement!

Posted by [Anonymous](#) on Thu, 23 May 2002 06:52:00 GMT

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about 150

Subject: Mine placement!

Posted by [Anonymous](#) on Thu, 23 May 2002 13:58:00 GMT

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[QUOTE]Originally posted by R0mm3l_69:[QB]Actually mine placement at head level has no additional impact. Tested and proven dozens on times over. I'm sorry, but I disagree. A head shot is a head shot, whether it's from a gun or a mine.I've seen mines at head level kill instantly as compared to just running over some mines on the ground and taking some damage.

Subject: Mine placement!

Posted by [Anonymous](#) on Thu, 23 May 2002 14:11:00 GMT

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just the fact that they're rarely noticed makes them more deadly. You can't see a mine on the inside door wall until you actually pass through, and by that time you're human sushi.

Subject: Mine placement!

Posted by [Anonymous](#) on Thu, 23 May 2002 19:16:00 GMT

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If you place your mines right in front of the door, it will not matter, they have to go through them. Mines placed on the walls do not cover the middle of the doorway and that let's people run straight through the door, taking less damage than if they had run through all 3 on the floor. Mines on the walls only kill people who hug the walls, and if theres no mines on the floor you don't need to hug the walls. It's that simple. I used to try to put em at head hieght, but it stops less people in the end.Do try to spread 'em out on the floor in confined buildings, like the Airstrip, AGT or Obelisk, as 6 spread out might kill 2 people, while 6 at the door will stop one person. It doesn't matter if they drop their C-4 if they are the new paint job on the wall before they can set it off

Subject: Mine placement!

Posted by [Anonymous](#) on Fri, 24 May 2002 00:52:00 GMT

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do not place mines on roads, as tanks can roll over them and not care. Then the apc just continues on, and blows up the un-mined PP. Yup, great. Actually, another good place for mines is on the back of the PP's console (the barrier in front of the MCT). Rarely do I see anyone look there for mines, and it's just close enough to trigger them.

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 engine guns can still hold off 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

Subject: Mine placement!

Posted by [Anonymous](#) on Fri, 24 May 2002 14:24:00 GMT

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quote:Originally posted by rogueranger:[QUOTE]Originally posted by R0mm3l_69:[QB]Actually mine placement at head level has no additional impact. Tested and proven dozens of times over. I'm sorry, but I disagree. A head shot is a head shot, whether it's from a gun or a mine. I've seen mines at head level kill instantly as compared to just running over some mines on the ground and taking some damage. Wrong when it comes to mines. Mines do SAME damage head or foot. Don't know why, but that is the way the game works. Logic dictates otherwise but we at the WOLF Servers, tested the bejeezus out of this and empirical data suggests that mines damage the same regardless of position. Like I said, it makes no sense, it could be a bug (the whole game is 1 big bug) but right now, as of today, mine height has no impact.

Subject: Mine placement!

Posted by [Anonymous](#) on Fri, 24 May 2002 15:08:00 GMT

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mines in the door, on the ground=NOT BETTER. What if the people attacking just HAPPEN to have their repair guns with them? Visible mines get disarmed. If you put them over the door, on the inside, they always find their mark (you must pass through the door, after all), and cannot be disarmed before they blow up, as they are blocked from outside view (but not from kills). So in other words, you end up with a mine that looks as if there's no mine there, and they just run right in, oblivious to the fate over their heads...and even if they did know, they'd have no choice, as they

cannot be disarmed until you actually go inside-which makes it a moot point.

Subject: Mine placement!

Posted by [Anonymous](#) on Fri, 24 May 2002 15:17:00 GMT

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I think there is a point to where doors can be opened and the mines not go off, it's just that many don't care or don't know.

Subject: Mine placement!

Posted by [Anonymous](#) on Fri, 24 May 2002 16:12:00 GMT

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3 mines is cutting it short.. 4 is the minimum I use and usually I spread 5 around. What has worked best is simply 4 in a square shape and one in the middle. So far, I rarely go without a boink or two from it. Everyone mentions how visible mines are easy to disarm, but disarming (especially with a basic engineer) takes time and the repair is easily visible. It's very likely that the engineer would be discovered before they can get the mines disarmed. One nice placement that has worked well for me as a last chance is to put one or two inside of the MCT. If you walk right up to it and crouch, you can usually place a couple and they can't be seen. It helps catch anyone that might have made it through the main mine areas. Some levels, though, are very tough to mine because of the number of critical areas to cover.

Subject: Mine placement!

Posted by [Anonymous](#) on Sat, 25 May 2002 00:50:00 GMT

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I'd rather use remote c4 to simply kill infantry that attempt to destroy my bases buildings. Over all the engineer/hotwire/tech make the best over all defensive units since they can kill infantry and disarm/repair. I've killed some good people as engineer it's not funny. remote c4 are not to be over looked.[May 24, 2002: Message edited by: generalfox]
