
Subject: Opinions: mines on ground in open areas
Posted by [Anonymous](#) on Thu, 11 Jul 2002 14:31:00 GMT
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I can get quite frustrated when I see 20 mines laying on the ground at the mouth of 'Walls', or all around the ground in 'Hourglass'. Yet they sometimes get ME when I am infantry on the opposing team. It does take away all building mines of course. Whaddaya think? Valid tactic? or Foofaraj?

Subject: Opinions: mines on ground in open areas
Posted by [Anonymous](#) on Thu, 11 Jul 2002 15:02:00 GMT
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depends, sometimes i like to see the entracne mined to high hevean when i have a team that provides good defense, but if your team is out attacking all the time i like to see the buildings mined to avoid a single tech rush, try this on mesa, on gdi mine the right entrance with 25 mines and it will stop anything but a flame tank cold, use the other 5 mines to mine the door of the refinery to stop the buggy enginier rush.

Subject: Opinions: mines on ground in open areas
Posted by [Anonymous](#) on Thu, 11 Jul 2002 15:40:00 GMT
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Havent we done this before.....Depends on the map and the team

Subject: Opinions: mines on ground in open areas
Posted by [Anonymous](#) on Thu, 11 Jul 2002 15:44:00 GMT
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it never works...the mines can't be spaced close enough together to kill all the infantry, and tanks can drive right over them and not care. It is nice, on occasion, to see the tunnels mined on walls or other no-tower maps, but for the most part, the mines should stay at the doors.

Subject: Opinions: mines on ground in open areas
Posted by [Anonymous](#) on Thu, 11 Jul 2002 15:56:00 GMT
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Can you mine the ceilings? I can throw a mine up there and it sticks, but I dont know if it will actually go off when someone walks under it.

Subject: Opinions: mines on ground in open areas

Posted by [Anonymous](#) on Fri, 12 Jul 2002 10:35:00 GMT

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I think the mines work when just over a door way but if they're to high they won't go off. Think of the height in the same way that you can sometimes sneak around mines by hugging a wall. The same trigger distances still apply no matter where they are placed.

Subject: Opinions: mines on ground in open areas

Posted by [Anonymous](#) on Fri, 12 Jul 2002 11:17:00 GMT

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Hmm - really depends -- on a map like hourglass - having some mines out on the road helps to kill runners (perps that run after there vehicle explodes)but placed wrong - will lose you the map.l mostly mine at chokepoints - takes less to do so.

Subject: Opinions: mines on ground in open areas

Posted by [Anonymous](#) on Sun, 14 Jul 2002 08:01:00 GMT

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I never mine outside buildings. I find it pointless. Too many places to run to and too many ways to avoid mines. The one exception is Field, where some tunnel/outside mines are acceptable considering the places you can nuke or ion buildings!d rather deal with having to find the nuke or ion on the non-defense maps rather than have an apc rush or an engineer rush take out my team's buildings from the inside.

Subject: Opinions: mines on ground in open areas

Posted by [Anonymous](#) on Sun, 14 Jul 2002 08:27:00 GMT

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wot about under....u can ion nods pp comin through the tunnels.

Subject: Opinions: mines on ground in open areas

Posted by [Anonymous](#) on Sun, 14 Jul 2002 11:44:00 GMT

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But you know what building it would be. If you hear the ion being planted, the first place anyone on Nod would check if they're smart would be near the pp. On Field it's different since the placing of the beacon can vary. So I don't waste mines on Under over there, although I will place a couple if I have some to spare.

Subject: Opinions: mines on ground in open areas
Posted by [Anonymous](#) on Sun, 14 Jul 2002 13:16:00 GMT
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Well..uhh..yeah of course you could get the other buildings if the pp was down... but you have to get the pp first, and that's my point...everyone knows that it's the pp being beaconsed, since it's the only building you can get to from the tunnels without a distraction from outside vehicles.It's possible with some \$1000 characters to get to the HoN the same way, but at least for my part, I usually mine the inside of the Hand to stop APC rushes, so anyone coming from the tunnel would be dead to rights.

Subject: Opinions: mines on ground in open areas
Posted by [Anonymous](#) on Mon, 15 Jul 2002 00:24:00 GMT
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I usually mine the building or the tunnel but sometimes when the base defense is down I will put a few around the entrance to catch stealth nukers (with pistol and wait in the corner so when they run pass the mine they can be killed quickly) or have to go around and look for the nuke beacon.

Subject: Opinions: mines on ground in open areas
Posted by [Anonymous](#) on Mon, 15 Jul 2002 00:33:00 GMT
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not exactly...u can go to the HON and the ob once u get to the pp and plant it ther.

Subject: Opinions: mines on ground in open areas
Posted by [Anonymous](#) on Mon, 15 Jul 2002 14:02:00 GMT
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I've got mines in low places.....

Subject: Opinions: mines on ground in open areas
Posted by [Anonymous](#) on Mon, 15 Jul 2002 14:24:00 GMT
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Just place 2 mines in each door. As long as you don't have a team full of IDIOTS then you would actually defend your base instead of doing hopeless kamikaziezzz.

Subject: Opinions: mines on ground in open areas
Posted by [Anonymous](#) on Mon, 15 Jul 2002 14:40:00 GMT

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If you don't mine the tunnels and especially near the Nod pp on Under, you're making a big mistake. with a \$1000 character once you get past the ob you can plant your beacon in several different places. I always try and place a couple mines on the backside of the rock so when the person crouches down and sneaks around the rock to get in position for a sprint...BOOM>>>boink!

Subject: Opinions: mines on ground in open areas
Posted by [Anonymous](#) on Mon, 15 Jul 2002 14:50:00 GMT
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u dont need the pp down....once u get past the pp u can run into the HON or the ob

Subject: Opinions: mines on ground in open areas
Posted by [Anonymous](#) on Mon, 15 Jul 2002 14:55:00 GMT
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Sounds like most folks on this topic are seasoned players, so let me add this: mining inside of tunnels is not only pointless but counterproductive. Inside the tunnels, your mines are mostly disarmed (if you dont think they are- you are fooling yourself) for 30 points a piece to the enemy, and then you are short mines where it counts. Thats all I'm sayin.

Subject: Opinions: mines on ground in open areas
Posted by [Anonymous](#) on Tue, 16 Jul 2002 09:42:00 GMT
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Hmmm- wouldnt say mining in a tunnel is a bad idea --- you have to keep an eye on them - but when the enemy is standing there defusing them - couple well placed shots to the head ends that threat. Another good tactic is to replace the enemy mines with your own (or place some of yours with them) cant tell you how many perps died that way "WTF??" [July 16, 2002, 09:42: Message edited by: StoneRook]

Subject: Opinions: mines on ground in open areas
Posted by [Anonymous](#) on Tue, 16 Jul 2002 10:41:00 GMT
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StoneRook you're absolutley right about putting some of your mines in the tunnels near the enemy's base, especially on under. I love dropping like 3 mines in their tunnel and waiting for the *boink*. It never fails, they don't expect to have enemy mines in their tunnel and they run right through them. However this tactic must be done sparingly. I'm talking 3 or 4 mines not 10, 20 or 30 like some n00bs might do. [July 16, 2002, 10:41: Message edited by: rogueranger]

Subject: Opinions: mines on ground in open areas
Posted by [Anonymous](#) on Wed, 17 Jul 2002 00:31:00 GMT
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Why - thank you.... Mining at chokepoints is one of the major parts of this game -done right -0- your team will almost always win...done wrong -- well.... there is always pac-man emulators you can play....

Subject: Opinions: mines on ground in open areas
Posted by [Anonymous](#) on Wed, 17 Jul 2002 00:35:00 GMT
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Sonterook; your sig should beBack you go – to wait for a women with more discriminatin taste...”

Subject: Opinions: mines on ground in open areas
Posted by [Anonymous](#) on Wed, 17 Jul 2002 00:38:00 GMT
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Para-phrase --dont want the Simpsons(TM) lawyers to come down on me for copyright infringement....On mines -0- when you use them -- dont STACK them --- one cannon fodder base unit - and the Hot/Techs run in --- space them out -- boom!(see - on topic !_)

Subject: Opinions: mines on ground in open areas
Posted by [Anonymous](#) on Wed, 17 Jul 2002 00:45:00 GMT
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Stonerook; very clever with the paraphrase-someone who watches his back as well as you do must be an awesome CnC player. I look foward to blowing you up one day on the battlefield.

Subject: Opinions: mines on ground in open areas
Posted by [Anonymous](#) on Wed, 17 Jul 2002 00:46:00 GMT
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In theory the mining techiques mentioned are great. Only variant is the number of newbie miners you have on your side.Spending alot of effort mining a map only to see them disappear is quite frustrating.Newbie fills the AGT with 30 mines leaving all other buildings empty. AGT get destroyed and nobody bothers to remine buildings.It would be nice if there could only be one miner at a time at any given time on each side. At least a miner would be able to control his mines.* my 2 cents *

Subject: Opinions: mines on ground in open areas
Posted by [Anonymous](#) on Wed, 17 Jul 2002 00:46:00 GMT
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Stonerook: very clever with the paraphrase-someone who watches his back as well as you do must be an awesome CnC player. I look forward to blowing you up one day on the battlefield.
