Subject: Mine problem
Posted by Anonymous on Thu, 16 Jan 2003 19:53:00 GMT
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What is the best mine layout for defending a structure? for example: 4 mines in a line? or 4 mines making a square?Let's say a hotwire walkthru the mines, which will kill her instantly?What might that be if there is a team (say 3) engies rush, when they go in one by one, which method will harm them more?

Subject: Mine problem
Posted by Anonymous on Thu, 16 Jan 2003 21:33:00 GMT
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There's no hard and fast (obviously) but I usually lay mines inside doors, and use a shape like the number 5 on a dice. There's absolutely no point in laying them too close to each other, or in a pretty little line. I lay mines assuming the enemy will run in/through doors, not stand still. Also don't overlook the benefits and additional damage of a head-height mine. Don't always lay mines with a view to killing characters, as for higher value ones you'll need more, and use up the limit. Though boinks are pleasing, I usually aim to make a foot soldier that badly wounded that team mates can finish him off quite easily/quickly, and repair/disarm quicker.Finally it really depends on the map, the stage of the game and the ease with which the other side can reach and enter structures. Lastly, remember there is a limit of 30 mines, including remote C4, so place wisely and check your eggs often!Some ideas, there are many more

Subject: Mine problem
Posted by Anonymous on Fri, 17 Jan 2003 08:15:00 GMT
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I usually go for two either side of the door and then 3 a little further away in general. Either that or the standard dice layout. As its been said it depends on the map and also if people decide to go past the mine limit

Subject: Mine problem
Posted by Anonymous on Fri, 17 Jan 2003 14:37:00 GMT
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quote:Originally posted by Mobius:I usually go for two either side of the door and then 3 a little further away in general. Either that or the standard dice layout. As its been said it depends on the map and also if people decide to go past the mine limit   at least put 2 mines in the MCT

Subject: Mine problem
Posted by Anonymous on Fri, 17 Jan 2003 15:54:00 GMT

quote:Originally posted by Delta_Sector: quote:Originally posted by Mobius:I usually go for two either side of the door and then 3 a little further away in general. Either that or the standard dice layout. As its been said it depends on the map and also if people decide to go past the mine limit   at least put 2 mines in the MCTIMO, forget about mining the MCT. I and many others just toss the mines on from a distance and any mines on the MCT never go off. [January 17, 2003, 15:55: Message edited by: rogueranger]

Subject: Mine problem
Posted by Anonymous on Sun, 19 Jan 2003 15:41:00 GMT

I like to lay Proxy's on the MCT cause people are (most of the time) being pursued by enemies, and take no heed to mines, they just flop against the MCT and BLAM it blows rushed ppl to bits

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Subject: Mine problem
Posted by Anonymous on Sun, 19 Jan 2003 20:43:00 GMT

plz dont mine the MCT.

Subject: Mine problem
Posted by Anonymous on Mon, 20 Jan 2003 10:24:00 GMT

lol. I went in to a game with FF on. I mined the MCT forgetting about FF. A hotwire managed to get in, but i wasn't fussed! I knew that those lovely jubbly proxy mines would stop the b*stard! Hehe *BOINK!* "Babycod kills _ _ _ _" "Nod Obelisk, destroyed!"Oops!

Subject: Mine problem
Posted by Anonymous on Mon, 20 Jan 2003 14:06:00 GMT

4 Right above the door in a straight line, if done properly they sink into the wall and are not visible.

Subject: Mine problem
Posted by Anonymous on Mon, 20 Jan 2003 15:51:00 GMT

Lay the mines in a trangle one out side the door and two just in side on both sides of the door so

they are not visable. When one on the inside is being defused the other should be steeped on without knowing it and BOOM instant fried hotwire. Hey, it tastes just like chicken.

Subject: Mine problem
Posted by Anonymous on Tue, 21 Jan 2003 06:54:00 GMT
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Today i went to CTM server in USA region.there is a good mining method in the Field MapThere are many ppl there...and i was GDI hotwire. When i want to defuse the boom, i go near NOD airstip. I saw there are 4 mines lying horizontal to the road with one hole (that is, there should be 5 mines there to secure the tunnel, but obviousely someone stepped on it and got killed as marked as X in the figure)+++++++++<Airstrip>++++++++l-----------l+++++++++lM----------l+++++++++l-X-O-O-O-O-l++++++++++l-----------l+++++++++l-----------l("-"= Tunnel "O"=mine "M"=4 mines "I"=WallThen i go thru that hole (X) i was killed...Coz someone placed at least 4 minezzzz there (as marked as M)This is a good tricky method to kill... Coz the layout of mine direct u to go thru the tunnel bypassing the mine that you seen, but there is a trap waiting U at the Corner of tunnel where you can see the mines...even you are in 3rd person viewHope u all understand my figure.

Subject: Mine problem
Posted by Anonymous on Tue, 28 Jan 2003 19:37:00 GMT
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don't ever mine the mctalways spred the mines apart like the guy in the first reply says in a 5 dice thingieyou want to scare the engineers and confuse them, you can't kill em everytime with the mines, it's less effective if you put mines in 1 stright line, and if they touch they can be disarmed in 1 time, and mines on mct will never hurt anyone, it only makes the enemly c4's on your mct harder to diffuselaterfcdrazen's mother

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Subject: Mine problem
Posted by Anonymous on Wed, 29 Jan 2003 07:51:00 GMT
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I use the dice thingie too. Sometimes i get more creative though   . Mining the MCT is a stupid thing to do. If people get in they'll repair the mines without any knowing it or plant a beacon. Laying mines outside also not very smart (when ff=off) cause it will destroy the vehicle in which they came and that's what you want when you rush in with the driver also.I think it's the trick to put mines close enough together so people get killed instantly, and cannot repair some. But also put em far enough apart so that no more mines will go off then needed for the kill. [January 29, 2003, 07:52: Message edited by: [K4T] Justifier (B&D) NL]