
Subject: Mining Tekneek

Posted by [TheSkarekrow](#) on Tue, 27 Jan 2004 00:59:00 GMT

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When I mine, I use my very special ultra secret amazingly effective hidden-mining tactic strtegy tequnique: Place the mines on either side of the door inside the building, close to where the doors close, out of view. Sometimes, if done correctly, you can also get them up JUST above the door, and it goes off effecting their head with brain damage, and then they can't place C4s and find themselves back in their base.

If you do it right, they run in thinking The n00bs didn't mine! and b00m...

"I WIN!"

Subject: Mining Tekneek

Posted by [gibberish](#) on Tue, 27 Jan 2004 01:22:36 GMT

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Just out of a matter of interest.

If mines are placed above the door and someone crouches when they walk in do the mines go off ?

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Posted by [kriegerv](#) on Tue, 27 Jan 2004 06:26:52 GMT

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Most ppl don't crouch.

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Posted by [azngqboy](#) on Tue, 27 Jan 2004 07:35:05 GMT

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you know the vary funny thing about this is that i jump to avoid mines, not to hit them ... LOL ... heres my head "MINE = FLOOR / Bullet = Air, Bullet hurts less, JUMP!" ... LOL .. ill try that soon.

Subject: Mining Tekneek

Posted by [Majiin Vegeta](#) on Tue, 27 Jan 2004 17:06:56 GMT

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mining either side of the door is stupid.. it does very little damage
the mines above the door dont work to well.. ive killed eople sometimes.. but on other times ive seen people just walk striaght past only losing 40% or so health

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Posted by [weesheep](#) on Thu, 29 Jan 2004 16:05:41 GMT

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I agree with Majiin,

A very long time ago, like 1 and half years i thought this tactic might work but the simple fact is any non-n00b player will use the walls as a sheild and trip the proximity mines, this tactic allows you to VERY easily bypass 6 mines with most of your health and armour in tact.

It is actually possible to trip 6 mines by approaching them slowly then running away/jumping as soon as 1 goes off, if you do this for each individual mine you will not die although you will have VERY low health.

My personal tactic for mining, especially on big servers is to use the mines as a warning system, nothing more. I patrol the base on foot, with a hummer/buggy or an apc and only use the mines to inidicate where an enemy is going. Let's face it you can bypass any mines but if done correctly they will slow your enemy down enough for you to kill them or make them panic and run into the mines.

Subject: Mining Tekneek

Posted by [Nukelt15](#) on Fri, 30 Jan 2004 04:32:25 GMT

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On most maps you can wedge the corner of your APC into the doorway, tripping the larger part of the mines without you or your team taking damage. It may ruin your getaway car, but if you went there to kill a structure, that's not much of a loss.

Quote:Let's face it you can bypass any mines but if done correctly they will slow your enemy down enough for you to kill them

Agreed. Everybody knows how to NOT get killed by mines by now...it always seems, however, that the people playing on your side don't always manage to take their heads out of their asses fast enough to kill the intruders. I never even use mines...if I buy a tech/hottie, it's for the faster repairs, not for the mines. Someone's always messing up the mine locations with a big cluster or leaving the mines as the only defense, so it's just not even worth the effort. Your time as an adv. engineer character is better spent fixing things than laying mines.

Subject: Mining Tekneek

Posted by [DeathRIP](#) on Fri, 30 Jan 2004 20:08:57 GMT

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Here, 5-6 mines per 'door' ON THE FLOOR FFS, PEOPLE, not the damned ceiling or on the door. If you mine to close to a 'door' an enemy vehicle could easily drive up near the door and detonate the mines.

Subject: Mining Tekneek

Posted by [EnGiMaN56](#) on Fri, 09 Apr 2004 10:37:57 GMT

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sometimes poeple dont check if the door is mined or not and run striaght in, having the mines placed far back wont help this, and can't catch them by surprise, place them like a bit behind the door so vehcles can't detonate them but can catch poeple who dont check by surprise, also if u place them to far back they can run in and disarm the rest of them after they stepped on 2 or 3 .
