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Subject: A Good Point that falls on deaf or dumb ears.

Posted by [TheTrueArcane626](#) on Wed, 07 May 2003 01:41:25 GMT

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StoneRook has a point. It is all too often that someone new to the RENEGADE world goes Mine happy and throws a dozen at a time. But what is perhaps the worst thing of all of this is the STACKING.

Sure it seems like a good idea. HAVE all six mines set in a nice row, kill any moron foolish enough to walk into your base. BUT, if those morons travel in packs your little line will at best take out two.

It is far better to set the mines in strategic geometric patterns relative to the given building being mined. Rows by PowerPlant doors. Triangles by the Refinery MCT. Squares for Pedastals and Barracks/Hand MCT's. Head level Triads in the Wep.Factory/Airstrip. And most importantly DIAGONAL LINES IN THE GAURD TOWER AND OBELISK.

Of course where the given mines go is strictly determined by the map, after all guarding a KEY CHOKE POINT is far more vital than simply setting a last chance defence.

FYI any who are truly skilled will covert to PLANETSIDE come the 20th. Long Live the Republic. :twisted:

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