Subject: Mining the Barracks
Posted by Gizbotvas on Mon, 14 Mar 2005 23:09:37 GMT
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Thought I would offer this tidbit to the new players.

On any map where the Barracks has side-ramps (i.e. Any Flying Map), players can jump from the roof and access the Barracks without walking throught the front door.

This means, that the Barracks must be mined on the INSIDE, covering BOTH doors. Or my SBH will merely jump from the roof bypassing all your sandbag proximity mines.

I know this is basic for some of you, but I was playing in n00bstories1 server and nobody seemed to understand the idea.

Subject: Mining the Barracks
Posted by Spoony_old on Tue, 15 Mar 2005 00:13:22 GMT
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applies to Canyon as well, obviously.

Subject: Mining the Barracks
Posted by Creed3020 on Tue, 15 Mar 2005 03:26:29 GMT
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Spoonyapplies to Canyon as well, obviously.

I wish it was obvious to others...

Subject: Mining the Barracks
Posted by IRON FART on Tue, 15 Mar 2005 04:08:44 GMT
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Thats why I tend to spread out the mines over the white concrete portion behind the sandbags.

It is better to spread them out because:

A. Everyone will be forced to run through them.
B. If you pile them up at the front, a vehicle could easily blow them up, or a low level character could blow up something like 10 mines when 3 or 4 would have done just fine.

Subject: Mining the Barracks

Posted by flyingfox on Tue, 15 Mar 2005 22:20:48 GMT

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Even with the likes of 5 mines on the inside door of a barracks, it still won't stop a chemical trooper and possibly a flamethrower. I think the best defense is for one to do the door mining but also defend the place and not rely on the mines to do the job.

also when people rush as a proper hit squad, one can sacrifice himself to clear the mines while the others reap the rewards. three engineers can destroy a building instantly with their remotes, so the likes of 4 engineers and a few riflemen will definitely bypass the mines.

Subject: Mining the Barracks
Posted by Jzinsky on Wed, 16 Mar 2005 17:31:17 GMT

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Never thought of that, but then I always mine at the door, preferably just inside so they don't see them until they go off. Then I get a "random" death popping up and I shout to defend the base.

I usually get worried when it says I killed someone

Subject: Mining the Barracks
Posted by stealthkiller on Thu, 17 Mar 2005 02:11:45 GMT

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flyingfoxalso when people rush as a proper hit squad, one can sacrifice himself to clear the mines while the others reap the rewards. three engineers can destroy a building instantly with their remotes, so the likes of 4 engineers and a few riflemen will definitely bypass the mines.
For some reason it seems most people aren't able to grasp this concept. When I'm in an apc rush with at least 3 engineers, I always type, in caps, "WHEN WE GET IN, USE REMOTES ONLY FIRST" and I usually say it 3 times (just because I know most people don't listen). But for some reason, as soon as we get in, they lay their timed and remote c4s, then sit there waiting for the timed to go off. Granted, with enough people and defense it still might work, but they don't get that it only takes 3 people, or 6 remotes, to blow a building instantly. WHY DON'T THEY GET IT??

P.S. - Sorry, it's just that your post triggered it, and I needed to rant.

Subject: Mining the Barracks
Posted by mr_coff33 on Thu, 17 Mar 2005 02:29:03 GMT

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Not only barracks on flying maps but Nod's Hand of Nod (HON in short for those new peoples) nust be mined from the inside. I constantly find people mining only the doors when the ramps on either side of the building are useful to climb up and through a window. Another word of advice for the noobs out there is to not over-mine or mine in some very stupid places. I have countless

(6 or 7) stories of noobs who cannot mine or mine in wrong areas, causing a loss to a team.

Subject: Mining the Barracks
Posted by CackBoy26 on Thu, 17 Mar 2005 02:39:50 GMT
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I wrote the book on proximity mines.

Subject: Mining the Barracks
Posted by flyingfox on Thu, 17 Mar 2005 23:01:44 GMT
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^^ that post was hard.

stealthkiller I have been through that countless times. we'd rush early on hourglass in an APC, have the opportunity to destroy the power plant even with hotties a few seconds away, yet people would still manage to fail.

'motes first, people.

Subject: Mining the Barracks
Posted by CackBoy26 on Fri, 18 Mar 2005 09:15:27 GMT
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No, it's not hard, it's only available in paperback.

Subject: Mining the Barracks
Posted by Spoony_old on Fri, 18 Mar 2005 17:33:54 GMT
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it's excellent value, a snip at only $39.99, and I have nearly reversed not one but TWO losses thanks to the knowledge within

---

Subject: Mining the Barracks
Posted by Jzinsky on Sun, 20 Mar 2005 19:14:30 GMT
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Hold on, aren't remotes the first c4's to come up if you press 9? I always meant to throw the timed ones first, and always ended up either throwing remote or proxy.

Subject: Mining the Barracks
Posted by Alkaline on Mon, 21 Mar 2005 22:06:05 GMT
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best place to throw mines is on top of the roof. They get hidden and work for both people running aroun on the top and un suspectecting tresprasers who are going "LOL no mines"... :twisted:

Subject: Mining the Barracks
Posted by Jecht on Mon, 21 Mar 2005 22:19:40 GMT
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its better that they see them i think, most will back off or just run into them, either way, it has the same effect as roofing them. If they back away from the building, or slow them down, the mines have done their job.

Subject: Mining the Barracks
Posted by Jzinsky on Tue, 22 Mar 2005 03:17:12 GMT
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What is the distance on proxy c4?

Subject: Mining the Barracks
Posted by Jecht on Tue, 22 Mar 2005 04:13:01 GMT
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the distance is, if you get close, it blows up

Subject: Mining the Barracks
Posted by Deathgod on Tue, 22 Mar 2005 05:16:49 GMT
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Roof mines can be ducked under in just about every scenario. You'll get the element of surprise once, but then people will never fall for it again.

Nothing beats active defense.

Subject: Mining the Barracks
Posted by Jzinsky on Tue, 22 Mar 2005 13:36:53 GMT
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DeathgodNothing beats active defense.

Like a Mobius in each building

Subject: Mining the Barracks
Posted by stealthkiller on Wed, 23 Mar 2005 23:51:39 GMT
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Mining bar:
Flying map: behind both entrances
Nonflying map: first entrance between sandbags

Subject: Mining the Barracks
Posted by Jecht on Thu, 24 Mar 2005 04:43:08 GMT
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wut ^ said

Subject: Mining the Barracks
Posted by CackBoy26 on Thu, 24 Mar 2005 20:00:56 GMT
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Quote:Flying map: behind both entrances

You uh..mine the barracks on city fly..?

Subject: Mining the Barracks
Posted by Spoony_old on Thu, 24 Mar 2005 21:32:17 GMT
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dude you're retarded st0rm, barracks is the only thing you need to mine on cityfly. UNLESS YOU KNOW SOME WAY OF GETTING INTO THE OTHER FOUR BUILDINGS WHEN THE AGT IS ON, MAYBE YOU'D SHARE THAT SOMETIME?

Subject: Mining the Barracks
Posted by CackBoy26 on Thu, 24 Mar 2005 21:44:13 GMT
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A lady never asks.

A gentleman never tells.

Subject: Mining the Barracks
Posted by Spoony_old on Fri, 25 Mar 2005 00:50:35 GMT
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!lawyer

Subject: Mining the Barracks
Posted by karmai on Sun, 27 Mar 2005 23:44:38 GMT
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flyingfoxEven with the likes of 5 mines on the inside door of a barracks, it still won't stop a
chemical trooper and possibly a flamethrower. .
OH NO, THE TWO MOST USELESS CHARACTERS IN THE GAME!

Subject: Mining the Barracks
Posted by Jzinsky on Mon, 28 Mar 2005 00:24:19 GMT
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I like the flamethrower, good for removing snipers at close range because I'm torching them, and
they need to get a lucky shot inamongst all the flame

Subject: Mining the Barracks
Posted by flyingfox on Mon, 28 Mar 2005 00:41:56 GMT
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chemthrower is the most useless? He takes out buildings in the same time as a tech, and can
bypass loads of mines making him very useful indeed. I think he can take 6 mines and be left with
around 50 health, whereas a tech will be very lucky to survive that many. If you go with people
you are also very good at sacrifice-mine-clearing, for example the tunnel on canyon, to let your
teammates through (and you'll probably survive yourself)

also he and the flamethrower have a unique armor shield type making them more shell and
explosive sustainable than any other character in the game. Try a chem rush sometime, you'll see

---

Subject: Mining the Barracks
Posted by Jzinsky on Mon, 28 Mar 2005 01:10:54 GMT
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It'll probably work if only because gdi are falling about laughing

---

Subject: Mining the Barracks
Posted by stealthkiller on Mon, 28 Mar 2005 02:39:27 GMT
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Since when did a chemthrower survive 6 mines?

Subject: Mining the Barracks
Posted by flyingfox on Mon, 28 Mar 2005 13:56:53 GMT
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Since the game was released and smart people checked his settings to see he has a better armor type than all other infantry (with the possible exception of mutants because they can heal on tiberium, but he can walk over it unharmed)

Subject: Mining the Barracks
Posted by Deathgod on Mon, 28 Mar 2005 17:47:39 GMT
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FYI:

http://fudonline.brinkster.net/chemwarrior.asp

That's got the armor info on it, if you're curious. Flamethrower's linked from there.

Subject: Mining the Barracks
Posted by stealthkiller on Tue, 29 Mar 2005 01:56:24 GMT
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flyingfoxSince the game was released and smart people checked his settings to see he has a better armor type than all other infantry (with the possible exception of mutants because they can heal on tiberium, but he can walk over it unharmed)
Sweet

Subject: Mining the Barracks
Posted by Spoony_old on Tue, 29 Mar 2005 04:16:45 GMT
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JzinskyI like the flamethrower, good for removing snipers at close range because I'm torching them, and they need to get a lucky shot inamongst all the flame
you must play against the cream of the renegade community

Subject: Mining the Barracks
Posted by Deathgod on Tue, 29 Mar 2005 04:43:34 GMT
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I take it you never saw his stunning expose of my inadequacies when he said it was impossible for infantry besides snipers to kill people with headshots.

Subject: Mining the Barracks
Posted by Spoony_old on Tue, 29 Mar 2005 04:54:55 GMT
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He's got you there and no mistake.

Subject: Mining the Barracks
Posted by Jzinsky on Tue, 29 Mar 2005 15:22:35 GMT
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I think I remember that argument. I had been getting killed with a single pistol round and you said that was possible, and I wasn't buying it. It's never happened since that argument though, maybe I'm getting better

---

Subject: Mining the Barracks
Posted by flyingfox on Tue, 29 Mar 2005 15:56:59 GMT
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I was wrong about the shelling thing- all characters take the same damage from them but they're (F/C) still better against all c4 types

Plus you are right that nearly everyone can't kill you in a single headshot *provided you have full health*

The only way to survive a sniper headshot is to play on one of those servers that gives you the "god crate" or more health and armour when you score many points.

Subject: Mining the Barracks
Posted by Jzinsky on Tue, 29 Mar 2005 22:23:41 GMT
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Hang on, I remember now. The argument was that I got killed with a single pistol round, I tried a pistol headshot myself and it took 80 off my shield. You were saying on the fud site that it did 5 or something.

Still doesn't matter anymore really though..

Subject: Mining the Barracks
Posted by Deathgod on Wed, 30 Mar 2005 00:31:39 GMT
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SpoonyHe's got you there and no mistake.

Indeed, I don't know how I will possibly go on with my life.

Wait, just figured it out.

Subject: Mining the Barracks
Posted by Deathgod on Wed, 30 Mar 2005 00:35:02 GMT
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JzinskyHang on, I remember now. The argument was that I got killed with a single pistol round, I tried a pistol headshot myself and it took 80 off my shield. You were saying on the fud site that it did 5 or something.

Still doesn't matter anymore really though..

Pistol headshots do 50, as do most of the rapid fire rifle/pistol style weapons besides the basic rifles, as I explained before. Headshots from ramjet/sniper/PIC/railgun are death. Laser-based weapons and the flechette gun have burn damage afterwards causing more than 50, and flamers/chemwarriors do a lot of damage with a headshot providing their entire burst of 5 per 1 shot of ammo hits the head.

This is pretty cut and dry, there isn't really any arguing with the data from the game's settings unless you have HACLgade and you're using Final Ren or something.

It's all on the site, many people have gone over it with a fine-toothed comb and corrected the mistakes (including some of the people in this thread, thanks) and I would say at this point it is in its final version, at least for the character pages.

Subject: Mining the Barracks
Posted by flyingfox on Wed, 30 Mar 2005 00:53:51 GMT
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Now all you need to put on the site is how to kill off a mobius with a flamethrower.

(I actually did this once, against a good player mark you)

Subject: Mining the Barracks
Posted by stealthkiller on Wed, 30 Mar 2005 01:08:28 GMT
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You will never find me fighting someone with a flamethrower/chemwarrior. I suck big time with them, I can't seem to get the spray to actually hit them lol, any tips?

Subject: Mining the Barracks
Posted by Spoony_old on Wed, 30 Mar 2005 01:39:23 GMT
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I think the best tip is use a weapon which is actually good against infantry....

I cannot imagine why anyone would choose the flamethrower or chemwarrior for anti-infantry work over the pistol...

Subject: Mining the Barracks
Posted by Deathgod on Wed, 30 Mar 2005 02:27:08 GMT
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SpoonyI think the best tip is use a weapon which is actually good against infantry....

I cannot imagine why anyone would choose the flamethrower or chemwarrior for anti-infantry work over the pistol...

Because they suck with the pistol.

Subject: Mining the Barracks
Posted by Deathgod on Wed, 30 Mar 2005 02:27:42 GMT
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flyingfoxNow all you need to put on the site is how to kill off a mobius with a flamethrower.

(I actually did this once, against a good player mark you)

In the words of Arnold Radio, ctrl+2.

Subject: Mining the Barracks
Posted by flyingfox on Wed, 30 Mar 2005 02:30:11 GMT
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Quote: I can't seem to get the spray to actually hit them lol, any tips?

YES, to use the chemical spray or flamethrower against other soldiers you need to be in first person mode or else your sprays won't do much damage even when aimed to the head. An obvious tip is aiming for the head most of all and with this you can take down, or significantly hurt the most proficient of killers provided they are close enough. you might need to fire a little ahead of them in battle because of travel time (very low if they are only a few feet away).

The problem comes with fighting with snipers because as soon as you run straight you get a shot to the head; pretty frustrating but most people use snipers and you can't expect to murder everything with a base level character armed with a short range weapon. On the flipside, killing people with a flamethrower takes much more skill than standing in a field popshooting people in the body. There's the sneaking up and the ability to live long enough to kill the opposition. There are people proficient with snipers and rapid fire soldiers who can't kill jack with a chemical troop because combat technique is significantly different with them.

Subject: Mining the Barracks
Posted by flyingfox on Wed, 30 Mar 2005 02:40:30 GMT
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Quote:In the words of Arnold Radio, ctrl+2.

I shit you not. actually I remember his name, it was xmcsorley. It was so funny, it happened on c&c islands in the water tunnel and he thought I was cheating afterwards. but I had been killing everyone and their dog with a flamethrower that day, you know, one of those good days where everything seems to go right. honestly if you catch people by surprise you can kill them easily with a flame troop.

Subject: Mining the Barracks
Posted by Deathgod on Wed, 30 Mar 2005 03:52:30 GMT
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flyingfoxYou can't expect to murder everything with a base level character armed with a short range weapon.

Use a shotgunner and you can certainly expect this.

Subject: Mining the Barracks
Posted by stealthkiller on Thu, 31 Mar 2005 02:42:11 GMT
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DeathgodflyingfoxYou can't expect to murder everything with a base level character armed with a short range weapon.

Use a shotgunner and you can certainly expect this.

Amen to that. Whenever I dont have money, I head out with a shotgunner. Im pretty good with the pistol, and Im devastating when in close range. I love taking out havocs when I have no hand, blow their heads out in 2-3 shots, and having them all say "wtf" after i hump their dead body

Edit: Thanks for the tips fox. Even though Ill prolly never use a flamethrower, Ill try first person if I do

---

Subject: Mining the Barracks
Posted by flyingfox on Thu, 31 Mar 2005 15:52:50 GMT
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stealthkiller after i hump their dead body

They call that "teabagging" in call of duty, and it's a bannable offense :yell:

Subject: Mining the Barracks
Posted by Deathgod on Thu, 31 Mar 2005 17:18:40 GMT
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flyingfoxstealthkiller after i hump their dead body

They call that "teabagging" in call of duty, and it's a bannable offense :yell:

Any game that bans people for the humpy humpy dance of joy is a game that takes itself way too seriously... must be some poor players running those servers.

Subject: Mining the Barracks
Posted by Renx on Thu, 31 Mar 2005 19:52:00 GMT
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flyingfoxstealthkiller after i hump their dead body

They call that "teabagging" in call of duty, and it's a bannable offense :yell:

ROFL. That's the most pathetic thing I've ever heard. Sounds like those servers are being ran by 9 year olds with tempers.

Subject: Mining the Barracks
Posted by stealthkiller on Thu, 31 Mar 2005 23:49:34 GMT
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If someone banned me for that, I would make sure I rejoin with another name, find the mod who

---

banned me, kill them, and hump their dead body

Subject: Mining the Barracks
Posted by Jaspah on Fri, 01 Apr 2005 00:40:25 GMT
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Teabagging is so common in SWG, it's not even funny. The ability to create your own emotes adds to the humor.

Too bad corpses don't stay in Renegade, or there would be a lot of teabagging.

Subject: Re: Mining the Barracks
Posted by ododd on Sat, 02 Apr 2005 00:59:50 GMT
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Gizbotvas

I know this is basic for some of you, but I was playing in n00bstories1 server and nobody seemed to understand the idea.

look at the name of the server....whos playing on it? (a real no brainer)

Subject: Mining the Barracks
Posted by Jzinsky on Sun, 03 Apr 2005 03:00:07 GMT
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Teabagging? How the hell do you do that on a game like this?

Subject: Mining the Barracks
Posted by Homey on Sun, 03 Apr 2005 09:45:16 GMT
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Ah I remember doing that like 4 years back on the first Rainbow 6, good fun.

Subject: Re: Mining the Barracks
Posted by mathguy15 on Sun, 19 Jun 2005 03:28:25 GMT
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lol