
Subject: Mining walls_flying

Posted by [w0dka](#) on Sun, 21 May 2006 09:09:11 GMT

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Yesterday i play on maps_flying, everytime first unit i buy is my fellow tech/hottie... so i start mining. But it seems to be a "little"problem to keep the GDI-base safe from SBH, Techs and other infantry in APC's Stanks and whatever...

(I play on TheKoss2 Server.... so there are not that much noobs out there...so dont expect that leaving one place unmined the enemy wouldn't recognize)

My problem:

- 4 Buildings, no Basedefence, 30 mines limit (so real limit 25 cause of remoterushs)
- every GDI building use two entrances (ok...AGT) and have ramps to the roof

So how the fuck i should mine this base?

- leave some entrances unmined? (like the frontentrance of the WF)
- only one-two mines on every spot? (so engis, hotties and every unit can pass it alive, but with a little lose of health)
- only mine "important" buldings like the barracks, reff and powerplant?
- mine entrances only (keep in mind that a apc or flamer would easy break a minefield in the mainentrances)

because of silent stank attacks:

Sometimes Nod trys a special stank rush...every stank sneaks in and wait behind ref/pp until they get a critical mass like 4-5 to rush a building... i try to avoid this start with placing 4 mines in the mainentrances, so i can simply check if there is one missing, we should look out for stanks... --> good? or waste of mines?

hope you can help a poor engineer who wants to keep at least one building alive...

Oh, and Nod please stop killing engineers, we are not military personal,so please don't kill us and think of our familys ^^

EDIT: especially the WF is a critical point, cause if there is a beacon it takes like 20-30 secounds to check the whole roof, ramps and interior

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Subject: Re: Mining walls_flying

Posted by [MexPirate](#) on Sun, 21 May 2006 13:31:45 GMT

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The best thing to do is make an effective rush on their HoN right at the start of the game, Infantry own on walls - they need to be used offensively, I dont think you can effectively mine the whole base so when sbh nukes come your only hope is a clever orca checking for nukes.

Subject: Re: Mining walls_flying
Posted by [w0dka](#) on Sun, 21 May 2006 13:40:48 GMT
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[BBFPirate wrote on Sun, 21 May 2006 08:31]The best thing to do is make an effective rush on their HoN right at the start of the game, Infantry own on walls - they need to be used offensively, I dont think you can effectively mine the whole base so when sbh nukes come your only hope is a clever orca checking for nukes.

Yes without the HoN its easy for GDI, "lets bring in the Orcas"
but now I try to mine only "important" buildings, hopefully they only attack the Reff or pp or Barracks... even if i lose the Wf its not that hard...like you said Inf is very important on walls

Subject: Re: Mining walls_flying
Posted by [mision08](#) on Sun, 21 May 2006 18:55:44 GMT
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I like to toss 1 on the ramp to the roof of weapons factory, for obvious reasons. Mine the tunnel with 6 and scatter another 14 or so across the main entrance to keep SBH out. Then, I position myself against the main wall so I can catch any mine jumpers and also hear a repair gun in the tunnel. Like you said though, It is far from secure. I only hope that nod is full of n00bs that refuse to buy a vehicle and are to stupid to hop the mines in a group. This only works if you are willing to defend the whole game. Even then it's subject to fail. The roof of the factory is by far the hardest to cover. So, if I do face a bull rush that result in multiple nukes, I will defend the barracks first. I have won and lost many games at walls where GDI wins on points, with only the barracks. Meanwhile, Nod has their whole base and a surplus of n00bs. If nod takes out 3 buildings with nukes, It doesn't mean you can take out the last one with a nuke.

Subject: Re: Mining walls_flying
Posted by [w0dka](#) on Mon, 22 May 2006 07:23:05 GMT
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mision08 wrote on Sun, 21 May 2006 13:55I like to toss 1 on the ramp to the roof of weapons factory, for obvious reasons. Mine the tunnel with 6 and scatter another 14 or so across the main entrance to keep SBH out. Then, I position myself against the main wall so I can catch any mine jumpers and also hear a repair gun in the tunnel. Like you said though, It is far from secure. I only hope that nod is full of n00bs that refuse to buy a vehicle and are to stupid to hop the mines in a group. This only works if you are willing to defend the whole game. Even then it's subject to fail.

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Yes.... weaknes are apcs that run over the mines (especially multiple APC's)

Its not that boring to defend on Walls ... i usually pic a PIC (uhm funny PIC A PIC, should be a registred trademark) and blast apaches, apc's and everything else to oblivion...if necessary changing to a hottie is another option... but dont try to fight with a hottie against a SBH... you only win if he thinks you can'T see him and fires just for fun on his head

Subject: Re: Mining walls_flying
Posted by [Goztow](#) on Mon, 22 May 2006 13:23:00 GMT
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I usually mine the
warf ramp = 5,
barracks (the doors) = 10,
pp = 10

and well, depends a bit then . Or you leave it that way and the weak point is the refinery (because of the backdoor), or you put 4 down the refinery but then when someone uses remotes, the warf ramp will dissapear partly.

It is a hard map to mine indeed. The front door of ref and warf is no problem, you should see them walk in there (well, sbh's not but ok...). Do not mine the base entrance: they'll just pass through the tunnels anyway, you'll never stop anyone there.

It's easier for Nod: just mine hon backdoor, ref backdoor and pp .

Subject: Re: Mining walls_flying
Posted by [ripped999](#) on Mon, 22 May 2006 13:46:53 GMT
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i think you should only mine the entrances and the most important buildings, but after that be a hottie in an orca or apc and patrol base for nukes, stanks, sbh's, and just protect the base.

Subject: Re: Mining walls_flying
Posted by [w0dka](#) on Mon, 22 May 2006 14:05:11 GMT
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ripped999 wrote on Mon, 22 May 2006 08:46i think you should only mine the entrances and the most important buildings, but after that be a hottie in an orca or apc and patrol base for nukes, stanks, sbh's, and just protect the base.

there is only a little problem..if i for example plant a nuke with my Bh what you want to do? leave your APC/orca and disarm it....cool i can now killyou and defend the beacon with a Apc/Orca

But a watching orca is a good idea...he can easiely detect stanks and kill everything that turns visible....until GDI gets a Havoc on the Mesa....

@Goztow

That means GDI give up the Reff.... so they have to end this game quickly...but anyway you need one teammate defending the Base...(or 2...one orca, one hottie) but then the attackforces are weakend in small games (like clanwars) and i would say if you dont end a Walls-game quickly you lose as GDI...if they get enough credits to bring in 4 SBH's with nukes its over.... you lose at least one or two buildings...

Subject: Re: Mining walls_flying
Posted by [Goztow](#) on Mon, 22 May 2006 14:41:20 GMT
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It's not because something is not mined, that it's dead. You just need to be a bit more careful with it.

Ref ain't that important anyway on walls flying.

Subject: Re: Mining walls_flying
Posted by [PlastoJoe](#) on Mon, 22 May 2006 16:02:11 GMT
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Before you go patrolling in your Orca, throw a remote C4 or two on it so you can detonate it if it gets stolen.

Subject: Re: Mining walls_flying
Posted by [mision08](#) on Mon, 22 May 2006 16:38:07 GMT
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Goztow wrote on Mon, 22 May 2006 09:41

Ref ain't that important anyway on walls flying.

What the hell? The refinery is my primary target no matter what team I'm on. Very difficult for Nod to send 4 or 5 ~ 1400 credit units out when they don't have a steady cash flow.

If I had a clone, I could defend the GDI base. Mision01 would mine (as noted above) and repair

Mision02 who will position a med across the entrance of the base. Now the tunnel is mined and the entrance is reduced to 12 feet, also mined. GDI wins with all 4 structures, and before the time expires.

The biggest threat to the med is multiple stanks, but it's hard to kill a med with a hotwire repairing. Also, I don't fall into the trap of, "send an arty to shoot at the ref. When the med engages the arty 4 or 5 stanks take out bar."

In the world of no clones. I just do the med part. There are too many idiots that will fight with me about mining the front of the base. Even though they only buy a hotwire long enough to fuck up the mines I lay. Then they get a Havoc, run off to destroy Nod.

Quote:Before you go patrolling in your Orca, throw a remote C4 or two on it so you can detonate it if it gets stolen

Arrrrrr

P.S.

Funny tid bit, In a full 50 player game, with end game beacon on. GDI amazingly, let an SBH plant a nuke on the ped to win the game. It was shocking at the time, but I still didn't form my theory on large player games till much later.

Subject: Re: Mining walls_flying
Posted by [trooprm02](#) on Mon, 22 May 2006 17:55:25 GMT
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Omg...simple solution...

1)DONT WASTE MINES ON ENTRANCES, that means you can allow shb's into your base, but not inside your buildings?

2)MINE BASE ENTRENCES, ie: walls flying, mine front gates and tunnels with the 30 mines and your done!

Wow, next time think..

Subject: Re: Mining walls_flying
Posted by [w0dka](#) on Mon, 22 May 2006 17:56:50 GMT
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In a full 30 min game the Reff is more important... but in a quick game where you kill last building after a couple of minutes the Powerplant is much more important...

Reff: every second 2 credits income (or?) so a full game would give everyone $30 \times 60 \times 2 = 3600$ credits to everyone ... and the additional harvester income, but thats hard to calculate because of destruction or accidentally blocking

if you lose a PP you double the buy costs... bad if you use it at the beginning but in the end its

acceptable ...

if you lose it in the first minutes oh thats a huge problem because you cant rush that good and doesn't replace any victims

So if your team tactic is a fast and devastating attack...safe the pp... if you try to win by points, or want to use "cheap" tactics like engirushs and mass sbhs...safe reff

trooprm02 wrote on Mon, 22 May 2006 12:55Omg...simple solution...

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2)MINE BASE ENTRENCES, le: walls flying, mine front gates and tunnels with the 30 mines and your done!

Wow, next time think..

just a another bit of math ...

the tunnel: you need at least 10 or more min es to keep him SBH secure, and then only for one Two will sacrifice one and ...yes crush your base

the main entrance...you need like 20-30 to mine this entrance to KILL a sbh.... a smart one would jump into one mine lose 50 health and run in... the next 3 follow her

impossible, and if you read my first post... think of APC's AND STANKS you need maybe 400-500 mines to keep this entrance absolutly safe...

so now we are up to 30-40 mines...how do you now expect to attack? witrh remotes? oh sorry they will remove your mines....

With Goztows tactic you lose maybe the REFF and maybe the Wf (ok if the SBH target the Wf they are screwed). tg he rest is safe...

so maybe Goztows idea isn't a very secure one...its better then your bullshit

Quote:Before you go patrolling in your Orca, throw a remote C4 or two on it so you can detonate it if it gets stolen.

One word: MINELIMiT

With these two mines you can un mine a place AND stop us from rushing with remotes...

Sometimes I want to kick people because of that -.-

I saw on n00bstories someone who do this on a mammoth on under... he uses like 6-7 remotes

on his tank -.-

Subject: Re: Mining walls_flying
Posted by [Goztow](#) on Mon, 22 May 2006 18:44:26 GMT
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Ref is least important because when it goes down, you can basically keep what you have and all defend in your base.

HON/barrs are most important on that map.

Subject: Re: Mining walls_flying
Posted by [mision08](#) on Mon, 22 May 2006 18:48:16 GMT
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Only if I had a clone. Yet, there would be someone trooperm02 that would see me mining the entrance and insist on mining doorways.

http://www.portforward.com/english/applications/port_forwarding/CnCR/CnCRindex.htm

Subject: Re: Mining walls_flying
Posted by [w0dka](#) on Mon, 22 May 2006 18:56:24 GMT
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Goztow wrote on Mon, 22 May 2006 13:44Ref is least important because when it goes down, you can basically keep what you have and all defend in your base.

HON/barrs are most important on that map.

Win with defense uhm... if they get a few artys with techs and one-two havocs cover them you would never win by points, but Goztow is right... losing the Ref is mostly "better" then losing the PP ...

1600 cred med

1000 cred APC

700 cred Tech uhm...

Subject: Re: Mining walls_flying
Posted by [PlastoJoe](#) on Mon, 22 May 2006 19:20:46 GMT
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w0dka wrote on Mon, 22 May 2006 12:56

Quote:Before you go patrolling in your Orca, throw a remote C4 or two on it so you can detonate it if it gets stolen.

One word: MINELIMiT

With these two mines you can un mine a place AND stop us from rushing with remotes...

Sometimes I want to kick people because of that -.-

I saw on n00bstories someone who do this on a mammoth on under... he uses like 6-7 remotes on his tank -.-

That's why I said "A remote C4 OR TWO," not "six or seven remotes." It doesn't take much more than that; besides, losing a vehicle has more negative implications than having 29 mines available instead of 30. If a team is moderately good at base defense, they won't need all the mines anyway and will know to never use all 30 on the base and leave a few for offensive mining.

I said nothing about doing this with any ground vehicle, cause there's no reason the driver should be exiting their tank or whatever. An Orca can be excused from leaving theirs to deactivate a beacon on a building or to repair their Orca on a neutral structure.

Subject: Re: Mining walls_flying
Posted by [Goztow](#) on Tue, 23 May 2006 07:15:46 GMT
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Many maps are won on defence in public games.

Subject: Re: Mining walls_flying
Posted by [Tunaman](#) on Tue, 23 May 2006 15:13:51 GMT
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w0dka wrote on Mon, 22 May 2006 10:05ripred999 wrote on Mon, 22 May 2006 08:46i think you should only mine the entrances and the most important buildings, but after that be a hottie in an orca or apc and patrol base for nukes, stanks, sbh's, and just protect the base.

there is only a little problem..if i for example plant a nuke with my Bh what you want to do? leave your APC/orca and disarm it....cool i can now killyou and defend the beacon with a Apc/Orca

But a watching orca is a good idea...he can easiely detect stanks and kill everything that turns visible....until GDI gets a Havoc on the Mesa....

First of all you can easily find sbhs by using the rockets of the orca(one of the very few uses of rockets!) and then kill them, and then you get out of your orca and disarm the nuke.

Second of all, on my game GDI gets orcas and Havocs, while Nod gets apaches and Sakuras. o.O So I doubt that you'll get a havoc on the mesa shooting down orcas unless you're playing some modded game, or Nod managed to steal some.

Subject: Re: Mining walls_flying
Posted by [w0dka](#) on Tue, 23 May 2006 15:35:59 GMT
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you don't know how many SBH'S are around.... and if i plant a nuke i wait a little bit outside...so they waste their time with seeking while the timer count down

k, a sacura...no matter what...everyone knows what i mean...someone with a n00bjet...even a stolen one should be possible...

Subject: Re: Mining walls_flying
Posted by [ripred999](#) on Tue, 23 May 2006 15:57:57 GMT
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w0dka wrote on Mon, 22 May 2006 09:05ripred999 wrote on Mon, 22 May 2006 08:46i think you should only mine the entrances and the most important buildings, but after that be a hottie in an orca or apc and patrol base for nukes, stanks, sbh's, and just protect the base.

there is only a little problem..if i for example plant a nuke with my Bh what you want to do? leave your APC/orca and disarm it....cool i can now killyou and defend the beacon with a Apc/Orca

kill the sbh first and also tell your teammates where the beacon is while repairing it your self and remember the part about mining the entrances?

Subject: Re: Mining walls_flying
Posted by [Tunaman](#) on Tue, 23 May 2006 19:52:40 GMT
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w0dka wrote on Tue, 23 May 2006 11:35
you don't know how many SBH'S are around.... and if i plant a nuke i wait a little bit outside...so

they waste their time with seeking while the timer count down

k, a sacura...no matter what...everyone knows what i mean...someone with a n00bjet...even a stolen one should be possible...

Yeah, but most of the time I would rather hope that the rest of my team can find the beacon and disarm it rather than the sbh get my orca and proceed to cover the beacon with it. The only reason I would get out if is I managed to kill an sbh and see no other ones around.. I'll take that chance most of the time because I rarely see more than 1 or 2 sbh go to nuke the same building.

Subject: Re: Mining walls_flying
Posted by [Sniper_De7](#) on Wed, 24 May 2006 00:11:06 GMT
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two remotes on your copter?

Subject: Re: Mining walls_flying
Posted by [Dover](#) on Wed, 24 May 2006 14:58:31 GMT
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Nod has a hell of a time mining on flying maps, thanks to those nifty ramps on either side of the Hon, it takes 20 mines to cover it properly.

Subject: Re: Mining walls_flying
Posted by [mision08](#) on Wed, 24 May 2006 15:44:44 GMT
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It takes 45 mines for both teams to mine all entrances(5 mines ea) to every building. Not counting the roof onto airstrip, but it is counting the ramp to the roof of the weapons factory.

Subject: Re: Mining walls_flying
Posted by [PlastoJoe](#) on Wed, 24 May 2006 18:59:56 GMT
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They say that first priority entrances for mining are those facing away from base defenses, which really makes sense when you think about it. Also helps you manage your mine limit.

Subject: Re: Mining walls_flying
Posted by [mision08](#) on Fri, 26 May 2006 22:31:16 GMT
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What base defenses? We are talking about Walls, right?

Subject: Re: Mining walls_flying
Posted by [Spoony](#) on Sat, 27 May 2006 17:10:45 GMT
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Best way to mine on Walls Flying

GDI: plenty of mines at the TOP of the two tunnel entrances, and a thin line at the main gate. The tunnel entrances prevent any tunnel access, and putting them at the top of the ramps means anyone can see them being disarmed. The line at the gate alerts you to SBH. If mines are laid like that, it only takes one person on defence to completely cover the base against technicians and SBH nukers - the only exception being an SBH wallhop.

Nod: see above but the thin line at the gate is unnecessary.

Subject: Re: Mining walls_flying
Posted by [mision08](#) on Sat, 27 May 2006 18:08:52 GMT
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You only have 30 mines, so you can only use about 25 for defense. This is not enough to mine the tunnel in two places. Place 6 to 9 mines at the end of the tunnel before the T. Then scatter out 16 to 19 across main entrance. I always use more mine at the sides of the main entrance. Most people will try to stay against the walls when sneaking in.

I then face the wall in third person and monitor the mines. This is good to catch mine jumpers, and I can hear if Nod is disarming the mines in the tunnel. If you don't have the patience to monitor the mines, then don't waist your time mining. You are better off striking as quickly as possible.

Subject: Re: Mining walls_flying
Posted by [Spoony](#) on Sat, 27 May 2006 19:27:31 GMT
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25 is plenty to mine the tunnel ramps and the main gate... you only need about 6-7 for the gate.

Subject: Re: Mining walls_flying
Posted by [Spoony](#) on Sat, 27 May 2006 19:40:23 GMT
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^^ perfectly adequate defence

Subject: Re: Mining walls_flying
Posted by [mision08](#) on Sat, 27 May 2006 19:42:57 GMT
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It takes 8 to cross the width of the main entrance 1 deep. That will not slow down anyone, not even the most noob sbh. 30 mines is not enough for a flying map either. The whole point is, how can you make due with 30 mines. If I had 45 mines, I would use 32 mines 3 rows of 8 just on the top, plus 9 in the tunnel.

I would still monitor the mines closely. I'm not sure if the two outside mines would even trigger, if someone hugs the wall. There is a reference mark to go by, maybe I will check. Either way, it's not enough to stop one sbh, let alone three.

Subject: Re: Mining walls_flying
Posted by [Sniper_De7](#) on Sat, 27 May 2006 20:50:20 GMT
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The idea is that if it triggered the c4 a person would see if he was defending, so yeah... the idea is not to kill an sbh coming through, that'd be damn near impossible. You'd need like 6 every spot where spooony has it, which wouldn't nearly be enough, that's why it's better to just spread it out and then when an sbh comes through you kill it.

Subject: Re: Mining walls_flying
Posted by [mision08](#) on Sat, 27 May 2006 22:17:29 GMT
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Yes, I'm aware of the logic. I also know the weakness in this defense. While you chase the first SBH, the other 3 walk in and spread out. Why use 20 mines on the tunnel when you can easily use nine. I know I can hear a repair gun in the tunnel from the edge of the main entrance.

Subject: Re: Mining walls_flying
Posted by [Mortus Est](#) on Sun, 28 May 2006 10:01:57 GMT
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Mining the tunnel exits and having a regularly checked string across the main entrance is all it really needs as long as the engineer and at least one other player with a decent weapon hangs around to keep it secure.

Subject: Re: Mining walls_flying
Posted by [Goztow](#) on Sun, 28 May 2006 16:37:43 GMT
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One apc will drive in and three sbh's will follow right afterwards. I'm all against mining base entrances for that reason :-S.

Subject: Re: Mining walls_flying
Posted by [Sniper_De7](#) on Sun, 28 May 2006 17:42:12 GMT
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Hopefully a team wouldn't suck so much as to let an APC come through. Yes, a team sucks if they do.

Subject: Re: Mining walls_flying
Posted by [Spoony](#) on Sun, 28 May 2006 19:21:09 GMT
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Goztow wrote on Sun, 28 May 2006 11:37One apc will drive in and three sbh's will follow right afterwards. I'm all against mining base entrances for that reason :-S.
that's why most of your team should have light tanks in the field, and an apache roaming around... I admit my strategy does assume your teammates are somewhat competent. If everyone's running around with officers or getting shotgun troopers up on the walls, yes, an APC probably will drive in.

Subject: Re: Mining walls_flying
Posted by [JohnDoe](#) on Sun, 28 May 2006 19:52:09 GMT
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HAY WHUT ABOUT STEEL TANKS?! THEY INVISABUL WT?F WOOT?! LO!L

Subject: Re: Mining walls_flying
Posted by [mision08](#) on Sun, 28 May 2006 20:05:36 GMT
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You can't effectively mine the base @ Walls with only 30 mines. It would be possible to make a good effort, if everyone were on the same page. That's not the case here.
