
Subject: Laying Proximity Mines -PLEASE READ-
Posted by [Anonymous](#) on Sat, 09 Mar 2002 13:58:00 GMT
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Remember there is a team limit of 30I believe this also includes timed C4 and remote C4.Talk to your team to coordinate who is going to lay mines and where.If you're going to lay mines, do it smartly.Lay them at choke points and tunnel entrances. Lay your mines on the inside of the doors, not on the OUTSIDE. The only thing it will do if you lay it on the outside is scratch the paint job of that shiny NOD buggy. Put four or five of those bad boys a few feet inside the door so that a buggy or humvee can't blow them up if they try to wedge the vehicle in the door. The engineer will run in and BOOM. Stop even one of those rushing engineers and you have a better chance of keeping that building.Most important thing to remember is lay them "INSIDE THE DOOR".[March 09, 2002: Message edited by: thousand_sun]

Subject: Laying Proximity Mines -PLEASE READ-
Posted by [Anonymous](#) on Sat, 09 Mar 2002 14:01:00 GMT
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am i the only one that knows that repairing a building's MCT is faster than repairing it from the outside ????? no one ever does it, everyone is a newb at some point but u should atleast learn abit about the game before u play

Subject: Laying Proximity Mines -PLEASE READ-
Posted by [Anonymous](#) on Sat, 09 Mar 2002 14:53:00 GMT
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No I hear vets telling noobs to repair at the MCT all the time. I just figured it out using common sense.

Subject: Laying Proximity Mines -PLEASE READ-
Posted by [Anonymous](#) on Sat, 09 Mar 2002 15:28:00 GMT
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There is a limit of 30 Mines/Remote C4 charges per team.You can have a mix of either, but no more than 30 total.This does not count the Timed C4 charges everyone has.

Subject: Laying Proximity Mines -PLEASE READ-
Posted by [Anonymous](#) on Sat, 09 Mar 2002 19:09:00 GMT
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You mentioned that there is a limit of 30 mines and then suggest 4 or 5 mines per door?Don't even bother putting prox mines on the ground.Throw 2 prox mines up on the wall about head high

(one on each side of the door)INSIDE the doors and put one ON the Master Control Panel.You should have enough to do all 5 buildings that way. Xanex

Subject: Laying Proximity Mines -PLEASE READ-
Posted by [Anonymous](#) on Sun, 10 Mar 2002 11:14:00 GMT
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I have made it a habit (from today) to put 4 mines inside the defense tower and power plant on kill engineers, and if there are armor guys coming in from the tunnels, they stepped on at least 1 mine there as well. I have noticed that flame tanks or other tanks literally blow mines away if they see them in the tunnel entrance, so I try to put them a little bit down in the tunnel and on the inside of the opening (the wall).I had a good game despite the fact that we lost 2 games in a row. When we started I noticed the players were actually interested in team play. Two of us fragged a Nod very soon, then a little later I got enough credits to upgrade to technician and put mines in the tunnel opening upstairs and 4 inside of the powerplant doors and tower.A little later the Nods did a flame tank rush. The first thought that came to my mind was "so they read the Renegade forum threads They also had an excellent sniper on their team, he even shot me while I was running and jumping to find somewhere to hide. I was never really mad at him, and told him I thought he was really good. Tried to kill him but failed, another team member tried too, he failed as well This, on top of the repatedly flame tanks attacks made us lose 2 times in a row due to low score, but they (the Nods) never got to destroy any of our buildings. (do we got to even scratch their

pointed my repair gun at the MCP, then something. The flame tank was aware of me and aimed at my position and I backed out of the tower still repairing it. All of a sudden something went by in a flash (could not see it clearly because of the flames) then KA-BOOM! A NOD soldier stepped on my 4 mines on the inside of the tower and died.Somewhere else in the game I had told everyone on the team chat that I would lay mines, so that they could focus on other tasks, then I went up the tunnell and saw lots of mines. "What the..", then aimed the repair gun at the closest ones, they were NOD mines. Naughty.. I defused them all and replaced them with our own. If anything makes me sweat and my hearts beat like a drum machine, it must be when defusing those mines

laying mines or else the beacon will blow up.Anyway.. a little later: *boink* and on the chat "well done Hidden". That was a great moment, knowing I had fooled the enemy into thinking the mines were still theirs, so they just rushed down into the tunnel and a certain death The second game,

game, causing them to fire at eachother for a little while when the enemy was attacking, they worked well together repairing and attacking.The teamwork was obvious when players asked me what to do and what I wanted them to do, that kind of questions. Although it freaked me out for a moment, it was great to see they really wanted to work together as a team. Nothing can beat that feeling. Unfortunately I have never been a leader type, although I can handle high pressure situations fairly ok i.r.I am still a n00b myself, though, why else would I blame the lag and my crappy mouse when I get killed but am hoping to pick up more. The NODs were teamplayers, no doubt. They had a sniper changing position all the time, flame tank rush attacks and so on. Very good team with a leader, and although we lost the games, it was interesting to see how the other team was playing tight.This was my completely un-necessary way to tell thousand_sun I think

your mine guide rocks, appreciate it!

Subject: Laying Proximity Mines -PLEASE READ-
Posted by [Anonymous](#) on Sun, 10 Mar 2002 11:33:00 GMT
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One thing someone did in a game I played earlier was to put the mines on the MCT of our War Fact, good idea, but all it did was blow the f00ker up as soon as a nod guy got close....not such a good idea

Subject: Laying Proximity Mines -PLEASE READ-
Posted by [Anonymous](#) on Sun, 10 Mar 2002 13:41:00 GMT
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Holy, Hidden ur reply is longer than my English term report lol. But anyway I have a question..it seems that my mines kept disappearing one after another, and sometimes I watch them go "gone with the wind" Is this because of the limit u mentioned above?

Subject: Laying Proximity Mines -PLEASE READ-
Posted by [Anonymous](#) on Sun, 10 Mar 2002 13:52:00 GMT
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quote:Originally posted by The Vicious Dynamite:Is this because of the limit u mentioned above? Exactly, that's why techs need to communicate. I've found that laying 3 at each MCT is very effective. It might damage the MCT but I would rather have it damaged than destroyed by an enemy tech.

Subject: Laying Proximity Mines -PLEASE READ-
Posted by [Anonymous](#) on Sun, 10 Mar 2002 13:56:00 GMT
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Yes its because there are already 30 mines and either your own mines are disappearing, or someone is also placing more mines at the same time.

Subject: Laying Proximity Mines -PLEASE READ-
Posted by [Anonymous](#) on Sun, 10 Mar 2002 14:00:00 GMT
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quote:Originally posted by Hidden:I am still a n00b myself, though, why else would I blame the lag and my crappy mouse when I get killed Don't worry, even the best players get warped into a

Tiberium field, or sucked in front of an enemy tank once in a while.

Subject: Laying Proximity Mines -PLEASE READ-
Posted by [Anonymous](#) on Mon, 11 Mar 2002 07:36:00 GMT
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I thought about this, why not put proxys on a freindly vehicle. It can protect the freindly from enemies planten charges on it and they can get you some points.

Subject: Laying Proximity Mines -PLEASE READ-
Posted by [Anonymous](#) on Mon, 11 Mar 2002 07:46:00 GMT
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quote:Originally posted by Spike_UK:One thing someone did in a game I played earlier was to put the mines on the MCT of our War Fact, good idea, but all it did was blow the f00ker up as soon as a nod guy got close....not such a good idea Mines do not hurt friendly buildings, only the enemy and the engi who actually planted them. The mine on the mct is a very legit and effective tactic.
