Subject: New Mining tactis(always works)
Posted by Anonymous on Sun, 09 Jun 2002 06:31:00 GMT
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I have played TRenegade for along time and i know how anoying it is when nOObs mine right in front of the door so that the other team can just disable them. So, I came up with a ne strategy of mining. When u become a tech/hotty, go inside of a building and go to the door. Put 2 mines on the inside of the door to the side of it on the wall. Do the same for the other side, and then put 1 or 2 mines on the ceiling above the door. It works everytime because the enemy cant see the mines until the die!!

Subject: New Mining tactis(always works)
Posted by Anonymous on Sun, 09 Jun 2002 06:39:00 GMT
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not full of super newbs)!

Subject: New Mining tactis(always works)
Posted by Anonymous on Sun, 09 Jun 2002 06:42:00 GMT
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Hello there.This is indeed a good tactic, although its not that new after all. However, in your description, you use 5-6 mines per door, which is to much. 3-4 are enough, especialy if you want to protect all important buildings.The worst thing a learning-mine-layer can do is to place the mines outside a building. When I APC rush and see a couple of mines in front of the entrance I always use the APC itself to "disarm" them. Thats why I usualy start a game with the "I'll mine our base - please no one else do" line. Sadly ppl do not always listen . BTW: mines in a tunnel, independent from the map, are free points for the enemy engineers.Mfg,ChaosE

Subject: New Mining tactis(always works)
Posted by Anonymous on Sun, 09 Jun 2002 06:44:00 GMT
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doors.If there are many mines,   Yes. But if there are "many mines" in one building I just wouldnt go in at all but look for the one that has no mines at all. Ever heard of the word "mine limit" ?Mfg,ChaosE [June 09, 2002, 06:45: Message edited by: ChaosE]

Subject: New Mining tactis(always works)
Posted by Anonymous on Sun, 09 Jun 2002 06:45:00 GMT

I agree that it might not be that new but i had always used this and i haate when kids put mines outside of the building or on the wall outside th building. u just take the tank ur in and blow them wit the tank.

Subject: New Mining tactis(always works)
Posted by Anonymous on Sun, 09 Jun 2002 09:20:00 GMT

Finally I was able to rgister. Been wanting to participate in the discussion for so long.   I'd like to settle the mining debate. I always get into arguments with people about how to mine (by the door, on the mct, stacked high, on a guy   , whatever).It really depends on the map, but when I'm mining, I always do:-3 or 4 per door, on the floor or on the inside door frame-3 to 5 in the area near the mct. Mining the mct itself is useless, IMO - you can toss a c4 and never touch mined mct's. But you have to get near the mct to c4 it, that's why I mine right in front.The number obviously depends on the map I'm playing.Arrangement - I usually plunk down mines spread out, in an oval or a line if it's a door. It only takes 3 mines to kill a normal character, but you waste 2 if you have, say, 5, and they are stacked or close together and some normal soldier kills themselves on them.   I never mine tunnels. I think it's a waste - you can't watch the mines all the time, and lots of tunnels have too many exits or are too wide to cover to be worth it. Well...there is one exception - Field, where either team can place beacons near a building and avoid base defense. I'll usually reserve 6 for there. But otherwise, forget it.So how does everyone else mine? Am I wrong for mining the way I do?   [June 09, 2002, 10:46: Message edited by: -HDC- Hibiki]

Subject: New Mining tactis(always works)
Posted by Anonymous on Sun, 09 Jun 2002 09:24:00 GMT

Only problem is that it does less damage to them if it's inside on the walls, and take more mines to kill. On maps like Under where few buildings need mining you can afford to put more on the side, but on most maps the best way to have it is on the floor. The hotty/engy will have to hang outside the buildings to disarm them where this a high chance one of your team mates will spot and kill it.

Subject: New Mining tactis(always works)
Posted by Anonymous on Sun, 09 Jun 2002 10:50:00 GMT

Even though it was the first map ever released, Under is still tricky sometimes. I remember on the demo how everyone kept mining the tunnels on Under to stop infantry - until someone found out that you could reach buildings with a good apc rush...GDI is especially vunerable, cause you can sneak an apc past with a flame rush all the way to the pp. At the very least, I place 6 in the Power Plant on Under. Then a majority will go to the agt, and the rest to the other buildings as seen fit.

Subject: New Mining tactis(always works)
Posted by Anonymous on Sun, 09 Jun 2002 13:16:00 GMT
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eliminate them(assuming that team is not full of super newbs)!   If mines are really close to the doors, you can disable them with jeep/apc.

Subject: New Mining tactis(always works)
Posted by Anonymous on Sun, 09 Jun 2002 13:30:00 GMT
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That's why I mine just inside, just out of reach of the apc or humvee/buggy wheels.

Subject: New Mining tactis(always works)
Posted by Anonymous on Tue, 11 Jun 2002 05:19:00 GMT
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newb tactic to put mines just near the doors.If there are many mines,   Yes. But if there are "many mines" in one building I just wouldnt go in at all but look for the one that has no mines at all. Ever heard of the word "mine limit" ?Mfg,ChaosEI know the 30 mine limit,but if there are about

english as a Finnish guy?   [June 11, 2002, 05:21: Message edited by: SlimyFury]

Subject: New Mining tactis(always works)
Posted by Anonymous on Tue, 11 Jun 2002 06:04:00 GMT
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some people just runs around and put mines in every door and puts like 10 at each PP door, thats just plain stupid.remember to only use around 25 for base defence and let the rushers use the last 5 for mining around the c4 to kill enemy techs/hotties and doing so they have a bigger chance of getting the c4 to blow up the buildings.

Subject: New Mining tactis(always works)
Posted by Anonymous on Tue, 11 Jun 2002 10:15:00 GMT
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It's pretty hard to mine every door and still be able to kill the higher-end characters. I mine the

doors I know that the rushers have to go to it or commonly go to it to get to the mct. The rest go to the area around the mct.My logic for mining is that if they -have- to run over a place to get to the mct to destroy it, that place needs mines.Even 3 mines takes a few seconds to disarm - more than enough for someone to at least spot you. I don't even bother trying to disarm c4 mines at a door if I'm a regular engineer rushing. Better to run over them to "disarm" them so the other rushers can get in.

Subject: New Mining tactis(always works)
Posted by Anonymous on Tue, 11 Jun 2002 10:38:00 GMT
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Only mine the door with high probability of a rush occurs with base defence such as PP refin War Fact for GDI in City. Without defence mine the main entrance and the tunnel and with people guarding them so you can catch any incoming offence or stealth. I hate n00Bs mine all the door and would not allow me to mine in canyon and the stealth hop on top of the barrack or war fact and nuked it.

Subject: New Mining tactis(always works)
Posted by Anonymous on Tue, 11 Jun 2002 11:03:00 GMT
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See, I disagree with mining tunnels or entrances (except in the instances I mentioned in my above post). It does no good IMO because the area to mine is usually too wide or too traveled to mine properly. I think that if your team doesn't know well enough to retain some base defense (even just one vehicle or a couple hotwires/techs), or rush back to the base no matter what when one is planted, you deserve to get nuked or beaconed.There's too many places to protect from a nuke or beacon to mine them. Mines work best inside buildings or on ramps.

Subject: New Mining tactis(always works)
Posted by Anonymous on Tue, 11 Jun 2002 13:10:00 GMT
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Canyon does not have ramp to go on top of buildings but you can still get there by some jumpings. If you only mine the doors they nuke the top of barrack which is a pain to jump up to there when the time is ticking away then have to face the stealth before disarming the beacon. Takes too much vaulable time away from disarming the beacon. The best way is to keep the stealth away from the base. The mines are to detect the incoming stealth so other people can kill them before they can deploy the nuke or jump on top of barrack or war fact.

Subject: New Mining tactis(always works)
Posted by Anonymous on Tue, 11 Jun 2002 14:30:00 GMT
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I prefer to vary my minig tactics. I'll try differant tactics on differant maps. I've got alot of c4 kills and one of the worst things you can do is to be predictable. Also if more than one person is mining let the other person know how many you have used. The limit is 30 and no matter how you use them 30 is all you get. When some mines get taken out replace them or put them somewhere else. Also it helps to place some of the less important mines 1st so that the important ones arent the first to dissappear.

The way I mine is people won't notice it until it explodes right next to them. I get a lot of mine kills. Most of the mine are not on the floor but they are often at places where they tries to walk close to the wall not to cause the one on the floor to explode. The mines are at head height and even if you runs pass the floor one the one on wall will explode too. It takes a lot of pratice to mine perfectly but it will take out any one runs into the building. That's why I hate people who does not listen during the game say that I will mine the base and no one else to it and they wasted so many mines at useless places or ruined my setup of mines.

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eh, when a n00b is mining and you place mines in GOOD spots that n00b will put them back again! IDIOT

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quote:Originally posted by MI6:eh, when a n00b is mining and you place mines in GOOD spots that n00b will put them back again! IDIOTi gave up playing tonight for that reason.the n00b placed 14 mines per door, on every door and he obviously thought that he had secured the base.Total ID!OT!

Unforturnally the n00B never learns my mining skill and they always put in obvious spot that people can see and disarm unlike my one which cannot be seen and very hard to disarm with out the mine explodes.

Subject: New Mining tactis(always works)
Posted by Anonymous on Tue, 11 Jun 2002 17:16:00 GMT
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I've done this before it isn't new you need to throw them right above the doors because they disapear

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Subject: New Mining tactis(always works)
Posted by Anonymous on Tue, 11 Jun 2002 17:43:00 GMT
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How about the mine that float in air behind the door at head height ince the door opens boom. Seem that before?