Subject: Mine Seperation..
Posted by Anonymous on Fri, 21 Jun 2002 11:46:00 GMT
View Forum Message <> Reply to Message

I have used this tactic a few times.. I have had mixed results... the biggest thing is, you need to have a few seconds before anyone comes in to make it work.... This works best in the refinery.. But I've had it work in the Weapons factory and Hand of NOD as well.Come in through the entrance, immedietly place both timed c4's on MCT.Then mine the area between the MCT and the back door. This will seperate the refinery into 2 areas.. If only facing one person, or maybe even 2, they will come through either the front of back door. If they come through the front door, move to the back, on the other side of the mines. They are unable to see you. If they come through the back door, move to the MCT and place your remote...Depending on who they are (which type of char).. you have some options. I usually wait until my timed is about to blow, or has blown, and run over and throw my remote to finish it off.If they are an engr, they might try to disarm, just step around the corner and headshot them with the pistol... If they stop, hide again... if they continue, kill them.Sometimes I've had people try to cross the mines, and guess what.. they die.. I plant my remote c4, and blow the building..I've had one person run into one or two of the mines, go to the PT, heal, and cross the rest... Well guess what, by that time it is too late the building is gone!I've had another walk around the other side of the building.. in which I just moved to the other side.. and they were stuck in the same position..You'll find some pretty funny and good results using this.. As I said, you can do this with the weapons and Hand too..Good Luck!- draobt

Subject: Mine Seperation..
Posted by Anonymous on Fri, 21 Jun 2002 11:54:00 GMT
View Forum Message <> Reply to Message

Hmm there are lots of places to repair from in the HoN tho...you have the 2 hallways, the ramp, and standing up above...I guess you could move out in front of the mct, making their repair beam hit you, while you shoot them   They would probably throw remote c4 at you...but as long as you distract them long enough for the timed to go off the building is gone...just dont be close enough to the mct for your own timed c4 to own you

Subject: Mine Seperation..
Posted by Anonymous on Sat, 22 Jun 2002 00:01:00 GMT
View Forum Message <> Reply to Message

As I mentioned, I've had mixed results in HON.. most people seem to prefer to chase me than stay and disarm.. and there never seems to be 2 engr's... normally just one... and a second might be on the way or so..

Subject: Mine Seperation..
Posted by Anonymous on Sat, 22 Jun 2002 23:18:00 GMT
View Forum Message <> Reply to Message

all i do is just plant 2 timed mines, then my 2 remotes then i wait until the first timed mine blows up, then i will activate the remote mines...then u noe wht? BOOM!!! there goes the structurebut if u r under attack blow the remote mines immediately...or u will die before u have the chance

---

Subject: Mine Seperation..
Posted by Anonymous on Sun, 23 Jun 2002 17:11:00 GMT
View Forum Message <> Reply to Message

I just get a nice little tank rush set up with Mediums and MLRS's and wipe 'em out, saving the C4 problems. But if you're gonna use C4 just plant the timed, then the remote, and wait 'till the timed goes off then blow the remote, killing the building almost instantly. If some engineer comes by and spots your C4, blow 'em to the next county or give 'em 3 shots from your pistol.

Subject: Mine Seperation..
Posted by Anonymous on Mon, 24 Jun 2002 10:49:00 GMT
View Forum Message <> Reply to Message

Its best to always try to blow the remote SIMULTANEOUSLY as the timed, not after...the combined explosion does way more damage (this is how just 1 engineer can take out a buiding with 2 remotes and 1 timed).