
Subject: Proxy Mines and n00bs
Posted by [Anonymous](#) on Sat, 22 Jun 2002 23:25:00 GMT
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have u ever wondered y people mine in groups...mining in groups doesn't do anythin...if an apc rush comes in then one single low-class character can just sacrifice himself and the rest will go boom to the structure. but if u mine in an order u might get more than one kill...or if u mine in unsuspecting spots then people will die unsuspectingly. i've done tht before and it always works.wht bout those stupid n00bs tht mine in non-neccesary spots...like for example, some guy in city_flying mines the entrance to the tunnels tht some hottie or tech can disarm, well...easy pts...even if u tell the n00b to stop he/she won't stop...wish we could kick em w/ a vote...but too bad there ain't no voting system. also mining in the tunnels takes up mining space to protect the important things like the back of wf/hand, pp, refine, agt/oby too...i've killed enemy teams by rushin cause they overmined in the tunnels!!!hope we can get a voting system in the next patch

Subject: Proxy Mines and n00bs
Posted by [Anonymous](#) on Tue, 25 Jun 2002 01:23:00 GMT
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It is maybe a little bit newbish(not n00bish), but usually the team that you are APC rushing sees your APC,and comes after you.If there are only 6 mines,which would kill a character,2 or more techs can disarm them very fast.If there are many mines,and the enemy is stupid enough not to

Subject: Proxy Mines and n00bs
Posted by [Anonymous](#) on Tue, 25 Jun 2002 08:19:00 GMT
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On mesa, I once saw someone on GDI put 30 mines at the base entrance. Then we APC and flame rushed from the side, no mines in any buildings.

Subject: Proxy Mines and n00bs
Posted by [Anonymous](#) on Tue, 25 Jun 2002 08:54:00 GMT
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Yup, people are dumb.

Subject: Proxy Mines and n00bs
Posted by [Anonymous](#) on Tue, 25 Jun 2002 09:38:00 GMT
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Once I saw someone placed 25 mines between war fact and barrack in city flying while I keep

placing mines at PP and refin.

Subject: Proxy Mines and n00bs

Posted by [Anonymous](#) on Tue, 25 Jun 2002 14:07:00 GMT

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<---watched a n00b dump 10 mines on the pedestal and the rest in the tunnels. The game was lost when Nod placed a beacon on the roof over the pedestal.

Subject: Proxy Mines and n00bs

Posted by [Anonymous](#) on Tue, 25 Jun 2002 19:50:00 GMT

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Ive seen a guy yell at (and insult) every single tech to stop mining so he could put all 30 inside and a few around the obeliske. That was the only time I wanted an apc to go for the powerplant and make us lose the game.

Subject: Proxy Mines and n00bs

Posted by [Anonymous](#) on Thu, 27 Jun 2002 08:41:00 GMT

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What about the spacing of the mines? DO they have to be on each other????? COme one now... spread them out a bit and get a bigger damage radius. On walls though...Wouldnt you not want to risk a stealth beacon rush by mining the tunnel a bit? Maybe its just me though...also, I know unlimited mines is out of the question... but why 30? could use a few more sometimes... like maybe 40?

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Posted by [Anonymous](#) on Thu, 27 Jun 2002 13:50:00 GMT

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40 is a good number, but in Walls I almost always take out the Hand first...tht will stop the hands, and I usually guard the base in like a buggy or humvee, if i'm in it i can crush cloakers and stuff...then i can disarm it...but then i spread the mines when i mine, including in maps w/ the ramps and if u r GDI u can just jump into the Hand thru the ramps and blow it there so i mine in the middle of the hand where the nearest to the MCT...

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Posted by [Anonymous](#) on Fri, 28 Jun 2002 05:41:00 GMT

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what some don't realize about stealth beacon rushes is that you don't NEED enough mines to kill the stealth hand...the moment his health goes red, he loses his greatest advantage, and becomes a low-health patch with a laser rifle. Mines are just as good for alerting you to the presence of an enemy as they are for killing them. You don't NEED 4 mines per door, really, two is enough. If you have people on defense(god forbid!), they will either see or hear it, and go over to defend that location.

Subject: Proxy Mines and n00bs

Posted by [Anonymous](#) on Mon, 01 Jul 2002 10:47:00 GMT

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Two things to say:1. Don't place proxies in tunnels if you can't protect them in some way.Thanks to the tech that kept laying proxies in the tunnels on field the other day. I must have racked up about 1500 points just mine clearing. I considered this to be helpful to the various patches/gunners/snipers wanting to use the tunnels. 2. Proxies do next to no damage to vehicles.Have you ever run over proxies in a vehicle. The damage is negligble. I'm not sure about hummers, but the MA takes about 10 points of damage from a proxy.
