Subject: Proxy Mines - through discussion / analyzation.
Posted by Anonymous on Mon, 13 Jan 2003 23:16:00 GMT
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We will use Under & Hour Glass for this discussion THESE MAPS ONLY.Now the golden rule for me is always to have 2 sets of proxy in the base defenses, that obviously leaves you with 18 more mines to go.It seems that there are one of two ways to do this.1) Mine base defenses and choke points around / before base defenses and tunnels.2) Mine base defenses and all other buildings / tunnels.The fault in idea #2 is that well say in Under if you are NOD.12mines -Obo6mines -Hand6mines -Back tunnel6mines -Power PlantThats gravy and all but your not protected, one ent to Hand is wide open, PP is hardly safe, beacon ped isnt covered. Only air and Obo are relatively safe.However, if you place 12mines in Obo and the other 12 around the Obo @ choke points those vehics should never make it to the hand, pp or air.Now this is well and good also UNLESS they rush with flame 1st or 2x apc, one takes all the damage and the other is free to roam.Remimber under the other method you still wouldnt be protected so dont spout that ghey crap, Im looking for real innovation here people.Ideas ?

Subject: Proxy Mines - through discussion / analyzation.
Posted by Anonymous on Tue, 14 Jan 2003 07:19:00 GMT
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quote:Originally posted by [sg]the0ne:We will use Under & Hour Glass for this discussion THESE MAPS ONLY.Now the golden rule for me is always to have 2 sets of proxy in the base defenses, that obviously leaves you with 18 more mines to go.It seems that there are one of two ways to do this.1) Mine base defenses and choke points around / before base defenses and tunnels.2) Mine base defenses and all other buildings / tunnels.The fault in idea #2 is that well say in Under if you are NOD.12mines -Obo6mines -Hand6mines -Back tunnel6mines -Power PlantThats gravy and all but your not protected, one ent to Hand is wide open, PP is hardly safe, beacon ped isnt covered. Only air and Obo are relatively safe.However, if you place 12mines in Obo and the other 12 around the Obo @ choke points those vehics should never make it to the hand, pp or air.Now this is well and good also UNLESS they rush with flame 1st or 2x apc, one takes all the damage and the other is free to roam.Remimber under the other method you still wouldnt be protected so dont spout that ghey crap, Im looking for real innovation here people.Ideas ?Remember, it's Nod, not NOD.

Subject: Proxy Mines - through discussion / analyzation.
Posted by Anonymous on Tue, 14 Jan 2003 08:14:00 GMT
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Proxy mines are one very important aspect in the game. It is often better to have only ONE person mining. This works well if that one person knows how to mine, and doesn't overmine.It is always important to know where to place the mines on different maps. Often I see people mining the front doors of the GDI barracks on Under. This is pointless while the AGT is still up. On Under as GDI, only mine the AGT, back door of Weapons factory (front door is covered by the AGT), back door of the Ref, (front door is covered by the AGT and mine the pp. There is no need

to mine anyplace else as long as the AGT is still live.Mines for Nod on Under are a little more difficult. The obelisk needs mines, as does the pp. The upper door of the HON needs mines. To protect against anyone sneeking in the through the back, if you place mines between the HON and the pp. The prevents a hotwire from disarming them before they make a run for the HON. However this does NOT stop them from using a beacon to destroy the PP. I usually just mine the back tunnel and check on the mines from time to time.Proxy mines are one of the most important parts of the game, however they are misused often, which often limits thier usefullness.

Subject: Proxy Mines - through discussion / analyzation.
Posted by Anonymous on Tue, 14 Jan 2003 08:38:00 GMT
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Ok --- HourGlass: 5 mines at AGT3 mines at WF door #13 mines at WF door #21 on WF MCT4 mines at Barracks front3 mines at PP door #13 mines at PP door #21 on PP MCT3 mines at REF door #13 mines at REF door #21 on REF MCTDo it like tht and no Nod will get in!(worked for meh!)

Subject: Proxy Mines - through discussion / analyzation.
Posted by Anonymous on Tue, 14 Jan 2003 08:56:00 GMT
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quote:Originally posted by Rvddps:Ok --- HourGlass: 5 mines at AGT3 mines at WF door #13 mines at WF door #21 on WF MCT4 mines at Barracks front3 mines at PP door #13 mines at PP door #21 on PP MCT3 mines at REF door #13 mines at REF door #21 on REF MCTDo it like tht and no Nod will get in!(worked for meh!)Huh, that actually looks workable.The only thing I would change is the mines ON the MCT's. A good engineer won't ever get that close to set it off. Use those MCT ones for the blind side of the tunnel exit. Engineers can't defuse them, due to the AGT, and the fact that they are on the other side of the wall, yet they still go off, and do the appropriate amount of damage.

Subject: Proxy Mines - through discussion / analyzation.
Posted by Anonymous on Tue, 14 Jan 2003 13:05:00 GMT
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yeah that is good

Subject: Proxy Mines - through discussion / analyzation.
Posted by Anonymous on Tue, 14 Jan 2003 15:18:00 GMT
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quote:Originally posted by Rvddps:Ok --- HourGlass: 5 mines at AGT3 mines at WF door #13 mines at WF door #21 on WF MCT4 mines at Barracks front3 mines at PP door #13 mines at PP

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door #21 on PP MCT3 mines at REF door #13 mines at REF door #21 on REF MCTDo it like tht and no Nod will get in!(worked for meh!)If they can rush to your power plant or ref you really do something wrong.

Subject: Proxy Mines - through discussion / analyzation.
Posted by Anonymous on Wed, 15 Jan 2003 14:15:00 GMT
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I don't understand why you would mine BOTH weap fac doors. Isn't one of them covered by your base defenses?

Subject: Proxy Mines - through discussion / analyzation.
Posted by Anonymous on Thu, 16 Jan 2003 21:41:00 GMT
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Mines on MCT and outside are, IMHO, a total waste. It's all well and good laying according to a formula, but remember other players are probably going to stuff up your mining by liberal use of remote C4.As a rule I'll mine doors not covered by the AGT/Ob, as well as the AGT/Ob itself, both PP doors and anything else on a kind of ad hoc basis, depending on the aggression/sneakiness of the enemy and stage of the game   Each map has its "most likely" targets.

Subject: Proxy Mines - through discussion / analyzation.
Posted by Anonymous on Fri, 17 Jan 2003 20:04:00 GMT
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I also believe playing off what people are use to seeing helps. People are use to seeing mines right inside the door (Im using wep for this example). So while mining back door to wep sometimes I mine around the first corner. Because theyve already come in, assume there are no mines and go bolting around the corner into 6 tightly grouped proxy !

Subject: Proxy Mines - through discussion / analyzation.
Posted by Anonymous on Mon, 20 Jan 2003 14:12:00 GMT
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quote:Originally posted by Rvddps:Ok --- HourGlass: 5 mines at AGT-Ok3 mines at WF door #1-Front door?no.3 mines at WF door #2-BAck door? 5.1 on WF MCT-no.4 mines at Barracks front-no.3 mines at PP door #1 no. if they get that far in you have other problems.3 mines at PP door #2-no(see above).1 on PP MCT....no, well im sure u get the rest.3 mines at REF door #13 mines at REF door #21 on REF MCTDo it like tht and no Nod will get in!(worked for meh!)On hourglass u put 5 mines in the agt and the rest on the sides to damage tanks.

Subject: Proxy Mines - through discussion / analyzation.
Posted by Anonymous on Tue, 21 Jan 2003 19:45:00 GMT
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Actually mining both wf doors on under is not a bad idea...nod infantry...uses the enemy to their advantage...can walk right in....virtually untouched if really good.   Also...i have seen people get into the gdi refinery as infantry...i have not yet done it...but it can be done. [January 21, 2003, 19:47: Message edited by: tanks4u2]

Subject: Proxy Mines - through discussion / analyzation.
Posted by Anonymous on Thu, 23 Jan 2003 17:20:00 GMT
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Putting Prox Mines on the MCT is good for noobs though.... BAM HAHAH!Also, in the pp, put them on the floor behind that console in the middle of the room, where the enemy engineer wont see them. You can also put them on the wall to the left and right of the door, where they can't be disarmed without being triggered.This hasn't occured to anyone else it seems but put them right on the corner between the bottom of the Terminal opposite the MCT in the TIB REF and the wall beneath. Hard to spot, but engineers back up when they're going to detonate C4 (reasons are apparent) You can get low enough to plant it in the little shadowed corner area by crouching, obviously.

Subject: Proxy Mines - through discussion / analyzation.
Posted by Anonymous on Sat, 25 Jan 2003 19:43:00 GMT
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This is a rant.If someone else is mining and you have no clue how/what/where to mine THEN DO NOT MINE. I can not tell you how many times some n00b has jacked a good mining job. Last night on Under I was mining, every time before I mine i send a team msg saying something to the effect of "I got proxy mines". So AGT was mined and main ent to base was mined. This n00b decides that both doors to barraks need to be mined - effectivly wasting 10mines. Those 10 mines are better placed @ base ent - so any vehics going farther than AGT wont make it.ok - im done for now [January 25, 2003, 19:50: Message edited by: [sg]the0ne]