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Subject: Say it with me - "ONLY 30 MINES"  
Posted by [StoneRook](#) on Wed, 30 Apr 2003 18:03:31 GMT  
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Yes - you got that right -

your entire team can only lay down 30 proximity mines - TOTAL.

when you lay the 31st one - the 1st mine laid will \*poof\* go up in smoke.

and so on....

Plus - those remotes you toss? (not the timed C-4) - count toward this limit.

So - if you think its funny to toss 15 remotes on the ground to see a big boom after someone mined the base - you might of just erased 15 proximity mines....

Good rule of thumb - announce that your laying mines - and keep the total base mine count to under 20 - that way - your sapping engineers/techs/hotties can use the rest to remote a MCT...

(this is for the new players - who don't know --)

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Subject: Say it with me - "ONLY 30 MINES"  
Posted by [Majiin Vegeta](#) on Wed, 30 Apr 2003 23:28:17 GMT  
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OMFG the amount of times i have seen these idiots layin remotes acroos the floor after i layed mines...

!kick sorted

i always thught that the timed C4 was included?

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Subject: Say it with me - "ONLY 30 MINES"  
Posted by [reptokill](#) on Thu, 01 May 2003 00:21:49 GMT  
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Yeah, I have spent entire games going building to building re-mining the right way because some idiot keeps putting all 30 by base entrance hoping to maybe get an apc or tank with them...  
grrrrrr.....

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Subject: Say it with me - "ONLY 30 MINES"  
Posted by [-Tech-](#) on Thu, 01 May 2003 00:46:25 GMT  
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Didn't know that. Duly noted for future reference.

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Subject: Say it with me - "ONLY 30 MINES"  
Posted by [DukeLeto](#) on Thu, 01 May 2003 02:29:31 GMT  
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I played one game, and one of the guys on our team went around mining buildings, putting no less than 20 mines at each dore. So as he moved to the next door, he erased the last mines!

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Subject: Say it with me - "ONLY 30 MINES"  
Posted by [matster28](#) on Thu, 01 May 2003 03:41:28 GMT  
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how do you mine???? WHICH CHARACTERS???

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Subject: Say it with me - "ONLY 30 MINES"  
Posted by [reptokill](#) on Thu, 01 May 2003 15:48:11 GMT  
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-Tech-Didn't know that. Duly noted for future reference.

And your name is Tech???????????

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Subject: Say it with me - "ONLY 30 MINES"  
Posted by [xpontius](#) on Thu, 01 May 2003 16:52:20 GMT  
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HEY if your so busy friggin mining or watching mining of the whole base go ahead. But you know if you see mine happy n00bs, take care of one or two buildings by mining them and make sure theyre mined and stay mined. If a building goes at least it probably wont be the one your watching and give the people at fault a little lesson in their mistake.

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Subject: Say it with me - "ONLY 30 MINES"  
Posted by [StoneRook](#) on Sat, 03 May 2003 02:48:51 GMT  
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matster28how do you mine???? WHICH CHARACTERS???

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the Free engineers can place one remote C-4 charge - which are detonated remotely. (they need to reload)  
They cannot lay proximity mines.

However - they go away if the original placer is killed.

or - someone lays more than the 30 limit.

The \$\$\$ Technician and Hotwire can place two remotes - and can place five proximity mines. (they need to reload to get more)

same thing as above - hit 30 - they start erasing.

(timed c-4 is NOT counted toward the 30 limit)

So - rule of thumb - if you kill the enemies barracks/HoN - do anything possible to kill any Hotwires/Technicians you see - as that will cripple their base defenses.

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Subject: Say it with me - "ONLY 30 MINES"  
Posted by [SuperTech](#) on Mon, 05 May 2003 21:43:26 GMT  
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StoneRookmatster28how do you mine???? WHICH CHARACTERS???

same thing as above - hit 30 - they start erasing.

(timed c-4 is NOT counted toward the 30 limit)

Is this a fact? I was told timed, prox and remote are all under the 30 limit umbrella.

SuperTech

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Subject: Say it with me - "ONLY 30 MINES"  
Posted by [John Shaft Jr.](#) on Tue, 06 May 2003 07:38:37 GMT  
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StoneRookmatster28how do you mine???? WHICH CHARACTERS???

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So - rule of thumb - if you kill the enemies barracks/HoN - do anything possible to kill any Hotwires/Technicians you see - as that will cripple their base defenses.

Actually Stonerook, Hotwire/Technicians get 6 Proximity mines. Its just that when you first buy a Hotwire/Technician, they only have 5 proximity mines for some reason. What I do when i buy a Hotwire/Technician, before i come out of the Purchase Terminal screen, I go and click on Refill so i can have all 6 of my Proxy mines.

Its just one of those things you gotta remember like with the Pistol thing. You know always load your Pistol with any character before you leave base. So I always make sure I remember those 2 things. Load pistol before leaving base, and if mining get a refill after buying a Hotwire/technician.

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Subject: A Good Point that falls on deaf or dumb ears.

Posted by [TheTrueArcane626](#) on Wed, 07 May 2003 01:41:25 GMT

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StoneRook has a point. It is all too often that someone new to the RENEGADE world goes Mine happy and throws a dozen at a time. But what is perhaps the worst thing of all of this is the STACKING.

Sure it seems like a good idea. HAVe all six mines set in a nice row, kill any moron foolish enough to walk into your base. BUT, if those morons travel in packs your little line will at best take out two.

It is far better to set the mines in stratigic geometric patterens relative to the given building being mined. Rows by PowerPlant doors. Triangels by the Refinery MCT. Squares for Pedastals and Barracks/Hand MCT's. Head level Triads in the Wep.Factory/Airstrip. And most importantly DIAGENAL LINES IN THE GAURD TOWER AND OBELISK.

Of course where the given mines go is strictly determined by the map, after all gaurding a KEY CHOKE POINT is far more vital then simply seting a last chance defence.

FYI any who are truly skilled will covert to PLANETSIDE come the 20th. Long Live the Republic. :twisted:

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30 proximity mines  
30 proximity mines

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Subject: Say it with me - "ONLY 30 MINES"  
Posted by [t1000n1](#) on Wed, 24 Sep 2003 09:49:01 GMT  
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SuperTechStoneRookmatster28how do you mine???? WHICH CHARACTERS???

same thing as above - hit 30 - they start erasing.

(timed c-4 is NOT counted toward the 30 limit)

Is this a fact? I was told timed, prox and remote are all under the 30 limit umbrella.

SuperTech  
They ALL count. ALL timed, prox , remote ALL count towards 30 limit!

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Subject: Say it with me - "ONLY 30 MINES"  
Posted by [Falconx1](#) on Sun, 19 Oct 2003 01:23:51 GMT  
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t1000n1  
They ALL count. ALL timed, prox , remote ALL count towards 30 limit!

Only the Remote and Proxy C4s count towards the limit as was stated above. There is no limit on Timed C4s since they only remain on the map for 30 seconds at most.

The mine limit was instituted to cut lag and to keep the teams from placing so many mines that entering a base would be impossible. Remotes are tied into the limit for a similar reason.

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Subject: Say it with me - "ONLY 30 MINES"  
Posted by [IRON FART](#) on Sat, 01 Nov 2003 17:10:25 GMT  
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Another good rule to remember, don't JUST lay mines, lay them efficiently!

For example with back door of ref:

Lay mines alongside the right hand side of the door from inside. Lay 2-3 dummy mines so they can disarm. They will think that's all that was there, and run straight into the other mines.

Try to lay mines where they can't disarm with ease, they will most likely run into them.

Also (this is pretty n00by) DO NOT mine anywhere where enemies can't get to!!

example: Barracks on C&C\_City.

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Subject: Say it with me - "ONLY 30 MINES"

Posted by [NHJ BV](#) on Sat, 01 Nov 2003 20:08:20 GMT

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Falconx|The mine limit was instituted to cut lag and to keep the teams from placing so many mines that entering a base would be impossible. Remotes are tied into the limit for a similar reason.

Did Westwood place the mine limit after interesting beta experiences with 1000s of mines placed everywhere? :twisted:

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Subject: Say it with me - "ONLY 30 MINES"

Posted by [rm5248](#) on Fri, 07 Nov 2003 00:24:11 GMT

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sometimes it is very annoying, you are saying

NOMORE MINES!

NO MORE MINES!

NO MORE MINES! NO MORE MINES!

and they don't stop.

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Subject: Say it with me - "ONLY 30 MINES"

Posted by [NHJ BV](#) on Sat, 08 Nov 2003 18:36:54 GMT

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And also don't bother to place all 30 mines somewhere on the ground in front of the AGT/Obelisk... :rolleyes:

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Subject: Say it with me - "ONLY 30 MINES"  
Posted by [nastym4n](#) on Tue, 11 Nov 2003 11:18:16 GMT  
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Its like everything else in Ren:

right time  
right place  
right amount

these are the only guidelines I need.

I agree that it is an annoying thing to have mined a whole base then have had somebody go over it.

However I agree with the person who said defend KEY structures, as I can still recall when I thought mining meant 5 mines in every building doorway - effective in some respects, yet very flawed in others.

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Subject: Say it with me - "ONLY 30 MINES"  
Posted by [Deactivated](#) on Tue, 11 Nov 2003 12:50:42 GMT  
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I lay mines to door edges, 3 mines per door.

When the door is closed, it looks like it's there's no mine.  
When the door opens, you can see the mine but usually it's too late as you had already walked through the door and the mines explode.  
BOOM \*Boink\*  
2 mines are hidden, one is visible on the floor.

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Subject: Say it with me - "ONLY 30 MINES"  
Posted by [rm5248](#) on Tue, 11 Nov 2003 21:29:05 GMT  
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yeah, but sometimes you will be able to see the mine through the wall

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Subject: Say it with me - "ONLY 30 MINES"  
Posted by [Creed3020](#) on Tue, 11 Nov 2003 23:25:46 GMT  
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t1000n1SuperTechStoneRookmatster28how do you mine???? WHICH CHARACTERS???

same thing as above - hit 30 - they start erasing.

(timed c-4 is NOT counted toward the 30 limit)

Is this a fact? I was told timed, prox and remote are all under the 30 limit umbrella.

SuperTech

They ALL count. ALL timed, prox , remote ALL count towards 30 limit!

And you are a moron.

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Subject: Say it with me - "ONLY 30 MINES"

Posted by [IRON FART](#) on Thu, 13 Nov 2003 01:39:20 GMT

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Quote:

I lay mines to door edges, 3 mines per door.

3 mines wont kill a 500-100 character, or a Tech/Hotwire.

And many times, people will rush in groups.

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Subject: Say it with me - "ONLY 30 MINES"

Posted by [f100d3d](#) on Thu, 13 Nov 2003 21:30:12 GMT

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Plus if he scatters all 3 of them on the edges all they have to do is either:

(1) Have an engineer or someone suicide on the mines

(2) or just peak in the door, take light damage, then finish running in.

Spash damage is never as life threatening as blast damage. So making the mine explode intentionally then backing off real quick (so you're not on top of it when it completely explodes) will cause LESS damage than if you were to just run right through the mines.

Usually 4-5 well placed mines are enough.

My logic has changed recently (because people are starting to figure out the art of suicide bombers and toe-tapping) ... so now I just put a couple of mines that will cause enough damage to make it easy to kill them when someone comes to repair. \*wink\*

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