Subject: dthsh0t is a Renegade God
Posted by mision08 on Thu, 19 Jan 2006 16:08:07 GMT
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dthsh0t will not hesitate to tell you how good he is at Renegade. Yet, he can't mine a flying map with 50 mines.

[21:41:18] Host: [BR] Minelimit for C&C_City_Flying.mix is 50 mines.

[21:47:40] [Team] DthSh0t: base is mined no one mine
[21:47:59] [Team] DthSh0t: omg i see a n00b did
[21:48:06] [Team] DthSh0t: shit i wish there were less noobs
[21:48:17] [Team] DthSh0t: who put mines infront of the mct in the hand????

[21:48:31] [Team] DthSh0t: limit was used so those 5 left another buidling open
[21:48:46] [Team] DthSh0t: mision you are the onlyu other tech did you mine?
[21:48:47] Host: silverh1 is NOT running RenGuard! silverh1 is a POSSIBLE cheater !
[21:48:54] [Team] Walner: mrcl coming for the bridge
[21:49:01] [Team] traklube: !rg ai
[21:49:03] [Private] DthSh0t: why the fuck did you mine
[21:49:14] [Team] shurgold5: thanks
[21:49:16] Host: [BR] [BR] Try the !setjoin command to set your join message!
[21:49:23] [Private] DthSh0t: you just fucked up our base with your n00b mining
[21:49:35] [Team] mision08: i put five down because
[21:49:37] [Team] traklube: did you guys see the ref.. talk about overmining
[21:49:50] [Team] mision08: /
[21:50:04] [Team] DthSh0t: freaking mision mined we lose a buidling its on him
[21:50:04] traklube: !noobs
[21:50:13] traklube: !show noobs
[21:50:13] Host: Crate: Some poor GDI guy got pwned by the fearsome death crate!!
[21:50:26] [Private] mision08: fuck you the hand didnt have any mines at 2 entrances
[21:50:45] [Team] Walner: more coming
[21:50:48] [Private] DthSh0t: fuck you the back and window were mined noob you never mine in front of the mst

I can mine every entrance to a building (not including the hole in Air) with 5 mines. If a server leaves the mine count at 35 on city_flying, NOD takes it in the shorts. But 50 is the exact amount needed for both teams.
The server crashed, so I didn't get to see this through.

Subject: Re: dthsh0t is a Renegade God
Posted by Lijitsu on Thu, 19 Jan 2006 16:34:58 GMT
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I've seen people like this before. Many many people. They sometimes walk up to me while I'm in the process of mining and proceed to attempt to cuss me out.

Same shit can happen in Starcraft, in a sense. Used to know somebody who REFUSED to build base defences. Swear to God, he stopped production of our base defences while they were under construction. Kept saying something about "units being better as defense," despite the fact that one Protoss Cannon costs 150 Minerals.(Not alot.) Where as, the base fighting unit, a MELEE unit, for the Protoss is 100 Minerals PER soldier.
Now, we were playing against Zerg, and the Zerg base unit can tear Protoss a new one if they don't have Cannons. Guess how fast we died.

Yeah, off-topic as it was, I needed to vent on that.

If I made spelling errors, I can't tell, I set my color theme to black. Brightest move I've ever made.

Subject: Re: dthsh0t is a Renegade God
Posted by Dave Mason on Thu, 19 Jan 2006 16:43:15 GMT
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File Attachments
1) sh23.jpg, downloaded 826 times
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Subject: Re: dthsh0t is a Renegade God
Posted by runewood on Fri, 20 Jan 2006 03:05:04 GMT
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there are noob miners but 50 mines...jeez....you could do with much less.

Subject: Re: dthsh0t is a Renegade God
Posted by mision08 on Fri, 20 Jan 2006 03:16:34 GMT
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You could, but 50 is perfect for city_flying. Using 5 mines per door, and 5 mines for the 2 ramps on Hand = 50 mines. Same with GDI, 5 mines per door including both doors on barracks = 50 mines. If the server uses the default 35 mine limit Nod gets screwed because GDI doesn't use any at the barracks and Nod needs 20 at the HON.

Subject: Re: dthsh0t is a Renegade God
Posted by Goztow on Fri, 20 Jan 2006 07:53:26 GMT
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mision08 wrote on Thu, 19 January 2006 22:16You could, but 50 is perfect for city_flying. Using 5 mines per door, and 5 mines for the 2 ramps on Hand = 50 mines. Same with GDI, 5 mines per door including both doors on barracks = 50 mines. If the server uses the default 35 mine limit Nod gets screwed because GDI doesn't use any at the barracks and Nod needs 20 at the HON.
The default is 30... And 30 is more than enough. Allowing to lay more mines just falsifiest he original game. Yes, NOD can't mine every door that would be needed but the oby does a much better job on tanks than the agt.

There would be no mine limit if the game was ment to have enough mines to cover everything...

Subject: Re: dthsh0t is a Renegade God
Posted by mision08 on Fri, 20 Jan 2006 10:39:54 GMT
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With 30 mines GDI could place 5 at the back door of WF, 5 in the AGT, 5 at each door of the power plant, 5 at the back door of ref and have 5 to use for remotes on an attack. Poor Nod uses 15 at the ref and pp, 5 in the obelisk, 5 in air, 5 for remotes on an attack, HON is SOL.
The obelisk isn't that great against vehicles. If you go alone, and take 2 hits from it, then you will be on foot. If you can time it, I've driven past the hand to the door of the Obelisk without taking a single shot.

Subject: Re: dthsh0t is a Renegade God
Posted by SCOTT9 on Fri, 20 Jan 2006 15:32:47 GMT
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mision08 wrote on Thu, 19 January 2006 21:16You could, but 50 is perfect for city_flying. Using 5 mines per door, and 5 mines for the 2 ramps on Hand = 50 mines. Same with GDI, 5 mines per door including both doors on barracks = 50 mines. If the server uses the default 35 mine limit Nod gets screwed because GDI doesn't use any at the barracks and Nod needs 20 at the HON. noob miners always put mines on barr at the barricades instead of the doors they can just jump off barr roof and go straight in

Subject: Re: dthsh0t is a Renegade God
Posted by karmai on Sat, 21 Jan 2006 00:08:27 GMT
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You dont really have to mine every singe door, its city flying.

You need mines at the poweplant, hand, and ref. I'm assuming this is a big public server? If someone rushes the airstrip you'll see it, if they make it inside (which still isnt very likely).. You will be able to go in there and kill them. Same with the obilisk

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Subject: Re: dthsh0t is a Renegade God
Posted by SuperTech on Sat, 21 Jan 2006 01:11:31 GMT
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I agree with DthSh0t on this. I'm constantly fighting with noobs on the map Canyon (I think that's it, with each team only having 3 buildings overlooking the sea). I start the game saying: MINE BUILDINGS ONLY. And yet some a$$hat always going and mines the tunnels, making my mines in the buildings disappear. The problem comes in that SBHs will just enter through the front, nevermind the fact that any APC carrying a SBH will float right in.

Mining the buildings forces the SBHs to nuke from the outside the buildings, making disarming and killing them MUCH easier. Yet someone with a pea size brain always fails to see that. Last week, I caught a turd doing this. He was going back into the infantry barracks for more prox. mines. I took my hummer and blocked the exit. It was so funny...he finally had to talk to me as the only thing he could do was either suicide and loose all of his points or stop being an idiot. We lost, but I was #1 on my team.

Mining the MCT is a bad idea in the hand anyways. You can just throw the C4 from the second level on to the MCT.

Subject: Re: dthsh0t is a Renegade God
Posted by mision08 on Sat, 21 Jan 2006 01:57:22 GMT
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Sorry, double post HELL.

 What, no Roy Williams?
Who sings this?

Subject: Re: dthsh0t is a Renegade God
Posted by mision08 on Sat, 21 Jan 2006 02:12:18 GMT
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I guess my point is the hand needs mines at the front window, and the front door if they are available. With 50 mines, they should be available. I don't understand why he would over mine the refinery and leave the hand exposed. The refinery is more likely to take fire from the bridge, opposed to an apc rush. The front window of the hand is always a consideration when I apc rush, people either don't think you can get in with the Obelisk there, or they just don't care to mine it. As far as going into the air strip on a big public server being suicide, I'll take my chances. I guess folks think that they have 19 other players to depend on when the enemy rushes, and it ends up being just 1 or 2. It's a mystery to me, non00bs my ass. I see a SBH watch a hotwire go into the refinery, stand outside and key the radio. After I leave my apc to defend the refinery I ask "Are you willing to lose the refinery to keep a SBH" His reply "yes" We still had all of our buildings on the map. WTF kind of logic is that? Hell, I see players that I know are good turn into zombies on the larger servers. Don't worry, I'll defend.

Thats another thing about that queer accusing me of losing buildings before GDI had even mounted a rush. An Apache and me in my arty were busy bringing the harvester back for the second time, while dthsh0t is standing around typing all this bullshit that I had no time to reply to.

Subject: Re: dthsh0t is a Renegade God
Posted by Spoony_old on Sat, 21 Jan 2006 17:58:56 GMT
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Mining the Hand is a COMPLETE waste on cityfly unless you've already lost at least two other buildings. It takes, guess what, 18 mines to fully mine the Hand, that's over half the limit.

It's not like you really need to mine on cityfly anyway, if you're playing the map right you should have a bunch of lights on the field anyway with an apache and a couple of saks covering the map. Getting a humvee past that is futile, and getting an APC past isn't very likely

---

Subject: Re: dthsh0t is a Renegade God
Posted by SuperTech on Sat, 21 Jan 2006 23:56:35 GMT
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I think the hand should be mined, but only the ramp and back door. You really want to prevent sneak attacks. There's really no "sneaky way" into the front of the hand without tripping the obselik.

Subject: Re: dthsh0t is a Renegade God
Posted by mision08 on Sun, 22 Jan 2006 04:15:09 GMT
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I wouldn't call it a complete waist. I like the option of purchasing a tech when I respawn. A field covered with light tanks, an Apache, and snipers is not likely when the game is new. Hell, it's not likely at all. Maybe a sniper or two, an Apache or two, and a shit load of SBH watching the harvy take it in the shorts. Two or three stanks sitting on the airstrip waiting for the whole team to buy stanks. Yep, thats what I see.

Subject: Re: dthsh0t is a Renegade God
Posted by Jecht on Tue, 24 Jan 2006 13:34:12 GMT
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If you mine back door of the hand it should be sufficient. I personally mine the pp, the back door of the ref, ob, and the back door of the hand as well as the ref-side ramp of the hand.

Subject: Re: dthsh0t is a Renegade God
Posted by mision08 on Thu, 26 Jan 2006 16:49:42 GMT
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50 mines = fair game
30 mines = advantage GDI
Not to mention defending the pedestal on a server with end game beacon.

Subject: Re: dthsh0t is a Renegade God
Posted by Goztow on Fri, 27 Jan 2006 07:55:18 GMT
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mision08 wrote on Thu, 26 January 2006 11:4950 mines = fair game
30 mines = advantage GDI
Not to mention defending the pedestal on a server with end game beacon.
dude... you'll have to live with it! But why not put the mine limit to 100 so u can also mine base entrances?

Subject: Re: dthsh0t is a Renegade God
Posted by Kamuix on Sat, 28 Jan 2006 01:07:05 GMT
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Quote:If you mine back door of the hand it should be sufficient. I personally mine the pp, the back door of the ref, ob, and the back door of the hand as well as the ref-side ramp of the hand.

I like your ideas. In renegade i think the proxy mines should have been alittle diffrent.

Smaller mine limits but one mine can kill somone. It would be alot more realistic that way.

Subject: Re: dthsh0t is a Renegade God
Posted by Aircraftkiller on Sat, 28 Jan 2006 17:08:52 GMT
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Remember, it's Nod, not NOD.

Subject: Re: dthsh0t is a Renegade God
Posted by Lijitsu on Sat, 28 Jan 2006 19:51:27 GMT
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Aircraftkiller wrote on Sat, 28 January 2006 12:08Remember, it's Nod, not NOD.
Damn, I missed that.

Subject: Re: dthsh0t is a Renegade God
Posted by SCOTT9 on Sat, 28 Jan 2006 22:39:21 GMT
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with that many ya could mine the sky never mind ya base!!!!!

Subject: Re: dthsh0t is a Renegade God
Posted by Lijitsu on Sat, 28 Jan 2006 23:06:03 GMT
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dude... you'll have to live with it! But why not put the mine limit to 100 so u can also mine base entrances?

with that many ya could mine the sky never mind ya base!!!!!
Mine the sky... DJM, you got this one?

Subject: Re: dthsh0t is a Renegade God
Posted by mision08 on Sun, 29 Jan 2006 17:43:26 GMT
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dude... you'll have to live with it! But why not put the mine limit to 100 so u can also mine base entrances?

Ok, I'm confused now.

Subject: Re: dthsh0t is a Renegade God
Posted by Renerage on Wed, 01 Feb 2006 23:38:29 GMT
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Lijitsu wrote on Sat, 28 January 2006 14:51Aircraftkiller wrote on Sat, 28 January 2006 12:08Remember, it's Nod, not NOD.
Damn, I missed that.

Jesus Christ, its been 6 months since i heard that last :')
Brings back memories
And no, Nod does not take a kicks in the nuts on city-flying.
If your team arent a bunch of fucktards, then they will know where to mine. Or hell, you do it yourself. Just know what your doing. Honestly, i dont think the ref needs mining. GDI usualy sits ont he ramp and fires at it. The PP and Hand and Air need mining. The OBi doesnt REALLY because its usually not the first target on city-flying.
Still, Snipers and Light Tanks are nods best friend on city-flying

*correction
I fixed barr to hand. Im a fucktard. OH well.

Subject: Re: dthsh0t is a Renegade God
Posted by mision08 on Tue, 07 Feb 2006 11:44:08 GMT
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Hmm, I give. I don't know what I was thinking. It is perfectly logical to me now. A map is a map, and a map only needs 30 mines.

Speaking of logic,
cheekay77 Or hell, you do it yourself. Just know what your doing. Honestly, i dont think the ref needs mining. GDI usualy sits ont he ramp and fires at it. The PP and Barr and Air need mining. The OBi doesnt REALLY because its usually not the first target on city-flying.
I feel that I can mine the base with 30 or 50 mines. The obelisk and refinery get mined in both scenarios. The barracks is on the other base and dose NOT need mines unless the PP or AGT get destroyed. So, I assume you are referring to the Hand, that is NOT mined on a 30 minelimit server. WTF am I missing something?

SuperTech I agree with DthSh0t on this. I'm constantly fighting with noobs on the map Canyon (I think that's it, with each team only having 3 buildings overlooking the sea). I start the game saying: MINE BUILDINGS ONLY. And yet some a$$hat always going and mines the tunnels, making my mines in the buildings disappear. The problem comes in that SBHs will just enter through the front, nevermind the fact that any APC carrying a SBH will float right in.

Mining the buildings forces the SBHs to nuke from the outside the buildings, making disarming and killing them MUCH easier. Yet someone with a pea size brain always fails to see that. Last week, I caught a turd doing this. He was going back into the infantry barracks for more prox. mines. I took my hummer and blocked the exit. It was so funny...he finally had to talk to me as the only thing he could do was either suicide and loose all of his points or stop being an idiot. We lost, but I was #1 on my team.

Mining the MCT is a bad idea in the hand anyways. You can just throw the C4 from the second level on to the MCT.
Pleased to hear you were #1, but very surprised you lost. Sarcasm
I use 12 mines at the tunnels on Islands. In a big game I use an apc to force any infantry rush across the river. Mining the front of the MCT is a trick used ONLY in the Hand when you are up against the limit, or when you have a few extra. It forces the enemy to one level, or it kills MANY n00bs that jump in, or turn the corner and never see the mines. If they do see the mines and decide to toss the c4 from distance well, I have missed it before. I also try to keep them concealed and flat on the floor. I would get into why the mines should not be tossed into the face of the wall, but It is based on theory. Simple mathematics seems to be incomprehensible to many.

This is not meant to be a plea for servers to change the limit. City is my favorite map no matter what the limit is. I was bitter about dthshot bitching at me, telling me how much better he is (in chat after the server crashed)

I know we all have different ideas on mines, and how they should be used. It is probably the biggest sticking point and most argued point in the game. What I don't understand, a n00b blocking a hotwire in the barracks to what? Tell them you don't mine the tunnel even though the majority of other players do. I have another point but I have tired head. Hell, I have 100 other things to say about this.

Slipknot playing a White Stripe Song. Why is it easier to kill a SBH and disarm a nuke outside the building? PCT is easier to access from inside, no stank or apc rolling over you, more cover from sniper fire.

Subject: Re: dthsh0t is a Renegade God
Posted by Renerage on Fri, 10 Feb 2006 06:56:07 GMT
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Slipknot playing a White Stripe Song. Why is it easier to kill a SBH and disarm a nuke outside the building? PCT is easier to access from inside, no stank or apc rolling over you, more cover from sniper fire.

If its so argued, and wont ever end. Then who cares. End this topic now. Pointless rambling is annoying and tires people out.
I said where I would lay the mines, if people dnt agree, then fuck the people.

Sorry, im in pissy mood right now.

Subject: Re: dthsh0t is a Renegade God
Posted by SuperTech on Sun, 19 Feb 2006 22:38:33 GMT
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Quote:What I don't understand, a n00b blocking a hotwire in the barracks to what? Tell them you don't mine the tunnel even though the majority of other players do. I have another point but I have tired head. Hell, I have 100 other things to say about this.

I did, but he wouldn't listen. He was pissing me off, so I thought i would get his attention by blocking him and I did.

SuperTech