Subject: Mineing a base properly/ avoiding mines.
Posted by Viking on Fri, 02 Mar 2007 02:26:29 GMT
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I want to make sure everyone knows how to use mines right!

THE BASICS OF MINEING

First look to see if the server has a custom mine limit. Than divide by how many buildings there are to see how many you can put in each one. Leave about 5 mines off for people to throw C4's and such. If you have a remainder put it in the base defense building or the next most important one.

-DO NOT PUT ALL THE MINES RIGHT AT THE DOOR!
This seems like a good idea at fist but as soon as one guy walks in and gives his life for the other 3 technicians you will see this is bad.

-DO NOT MINE YOU'RE BASES ENTRANCE!
This is the dumbest thing ever. A vehicle is not going to be destroyed by running over a few mines and it wastes mines that could otherwise be in a building. Cant stress this enough. Unless all you're enemy has lift is infantry and no vehicles than don't do this.

-Place mines all over
Place mines in the mist likely path a enemy will take through the building. Also near the MCT and on the MCT are great places as they will more than likely head for that than run into it to toss there C4.

HOW TO AVOID MINES

-RUSHING?
If you are doing a rush bring someone as a basic character and have them run in first to set off all the mines that they can. If noone is around do you're best to disarm mines. Also a good thing to try is to set off some mines with you're APC or whatever you are driving.

-RUNNING UP TO A MINE THAN JUMPING BACK!
I don't think this actually helps?

-SEUECID TO HELP YOU'RE TEAM!
Try to take out as many mines as you can, take a quick look at where they are most concentrated and go for it!

Thats all I got for now.

Subject: Re: Mineing a base properly/ avoiding mines.
Posted by Goztow on Fri, 02 Mar 2007 08:04:21 GMT
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http://www.renegadewiki.com/index.php?title=Mining

You're a bit late.

Subject: Re: Mineing a base properly/ avoiding mines.
Posted by Crusader on Fri, 02 Mar 2007 15:10:21 GMT
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Subject: Re: Mineing a base properly/ avoiding mines.
Posted by jnz on Fri, 02 Mar 2007 16:54:18 GMT
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i get very annoyed when i see people mine but they do it so mines are very compacted together. it doesn't work. i tend to wallhug the building to the door. they blow up and i walk straight in.

i mine pretty spaced out. but in a way that they wouldn't get far in the door before they have all blown up.

Subject: Re: Mineing a base properly/ avoiding mines.
Posted by puddle_splasher on Sat, 03 Mar 2007 16:38:32 GMT
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I prefer to use 4 or 5 mines spaced out like the 4 + 5 dots on the dice.

Just remember that overlapping mines lose strength as they blow up.

Subject: Re: Mineing a base properly/ avoiding mines.
Posted by Crusader on Sat, 03 Mar 2007 17:16:34 GMT
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Subject: Re: Mineing a base properly/ avoiding mines.
Posted by dukiduke2 on Sun, 04 Mar 2007 00:55:55 GMT
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wut i h8 is when there are proxys all over the tunnels in field. it ruins the infantry fun! right when u go in the tunel, bam, ur dead. stupid.....

Subject: Re: Mineing a base properly/ avoiding mines.
Posted by mrpirate on Sun, 04 Mar 2007 07:17:33 GMT
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mining the tunnels on field is for newbs who can't actually play with infantry

Subject: Re: Mineing a base properly/ avoiding mines.
Posted by Goztow on Sun, 04 Mar 2007 09:36:56 GMT
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mrpirate wrote on Sun, 04 March 2007 08:17mining the tunnels on field is for newbs who can't actually play with infantry
Not really. In public games I tend to start mining the tunnels when there's like 4 or 5 enemy 1000 snipers and/or gunners in it, just to annoy them. It's funny how one hotwire/technician can keep them all busy.

Subject: Re: Mineing a base properly/ avoiding mines.
Posted by Sniper_De7 on Sun, 04 Mar 2007 13:15:34 GMT
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how does that mean they can't play with infantry?

Subject: Re: Mineing a base properly/ avoiding mines.
Posted by mrpirate on Sun, 04 Mar 2007 19:50:09 GMT
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Goztow wrote on Sun, 04 March 2007 04:36mrpirate wrote on Sun, 04 March 2007 08:17mining the tunnels on field is for newbs who can't actually play with infantry
Not really. In public games I tend to start mining the tunnels when there's like 4 or 5 enemy 1000 snipers and/or gunners in it, just to annoy them. It's funny how one hotwire/technician can keep them all busy.

but I'm sure you're actually really good

Subject: Re: Mineing a base properly/ avoiding mines.
Posted by Crusader on Sun, 04 Mar 2007 21:56:07 GMT
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Subject: Re: Mineing a base properly/ avoiding mines.
Posted by Goztow on Mon, 05 Mar 2007 12:09:43 GMT
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mrpirate wrote on Sun, 04 March 2007 20:50Goztow wrote on Sun, 04 March 2007 04:36mrpirate wrote on Sun, 04 March 2007 08:17mining the tunnels on field is for newbs who can't actually play with infantry
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but I'm sure you're actually really good

I'm a decent player. But ofcourse, i'm not absolutely 1337 like j00. Nono, Mr Pirate with a big P is an absolute hotshot! Better than all the rest!!1111oneone

But I dare to say I'm a pretty decent player.

Subject: Re: Mineing a base properly/ avoiding mines.
Posted by Foxtrot on Mon, 05 Mar 2007 21:16:29 GMT
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Was he even being sarcastic :S

Subject: Re: Mineing a base properly/ avoiding mines.
Posted by mrpirate on Mon, 05 Mar 2007 22:11:47 GMT
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I was.

Mining the tunnels is a great tactic if you're bad at Renegade, but I don't know why you'd do it if you were good.

Subject: Re: Mineing a base properly/ avoiding mines.
Posted by Goztow on Tue, 06 Mar 2007 07:40:04 GMT
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Foxtrot wrote on Mon, 05 March 2007 22:16Was he even being sarcastic :S
He can't write a sentence without being sarcastic.

Subject: Re: Mineing a base properly/ avoiding mines.
Posted by Crusader on Wed, 07 Mar 2007 13:56:36 GMT
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Subject: Re: Mineing a base properly/ avoiding mines.
Posted by Sccrscorer on Wed, 07 Mar 2007 15:21:49 GMT
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if there are alot of mines in the tunnels just get a sniper to cover you and start disarming them. 12 mines = 360 points

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Subject: Re: Mineing a base properly/ avoiding mines.
Posted by mrpirate on Wed, 07 Mar 2007 22:20:31 GMT
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IronBalls wrote on Wed, 07 March 2007 08:56mrpirate wrote on Mon, 05 March 2007 22:11I was.

Mining the tunnels is a great tactic if you're bad at Renegade, but I don't know why you'd do it if you were good.

Such irrationality! Tunnel mining is the best way stop combined assaults...especially from GDI in Field.

There is like 4-5 RSO's or Gunners ganging up on the AS and/or the OB from the tunnel.
Watch this (from exactly 3:19 - 4:04) to see what I am talking about.
http://video.google.ca/videoplay?docid=-1123981396740096305&q=renegade

Not only are they strong together but they are also racking up points. And it's hard for infantry to dispatch them all (except Mendoza) cause the rockets cause incredible splash damage. So, the best way is to mine that corner ASAP.

Remember, all is fair in war.

if you're any good with a sniper you're gonna do a hell of a lot better with one versus a bunch of gunners than trying to mine that area of the tunnel while they eat your tech alive with splash damage (because of how close you'd have to get). anyway, I don't really have a problem with mining the tunnel entrances to one's base for defensive purposes; it's when people start mining the rest of the tunnel that I get pissed off.

Subject: Re: Mineing a base properly/ avoiding mines.
Posted by Sniper_De7 on Wed, 07 Mar 2007 23:01:57 GMT
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IronBalls wrote on Wed, 07 March 2007 07:56mrpirate wrote on Mon, 05 March 2007 22:11I was.

Mining the tunnels is a great tactic if you're bad at Renegade, but I don't know why you'd do it if you were good.

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Remember, all is fair in war.

Subject: Re: Mineing a base properly/ avoiding mines.
Posted by mrpirate on Wed, 07 Mar 2007 23:29:10 GMT
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if I was IronBalls I'd just ask god to smite the enemy for me

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Subject: Re: Mineing a base properly/ avoiding mines.
Posted by Crusader on Thu, 08 Mar 2007 15:13:13 GMT
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Subject: Re: Mineing a base properly/ avoiding mines.
Posted by Sniper_De7 on Thu, 08 Mar 2007 22:20:44 GMT
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IronBalls wrote on Thu, 08 March 2007 09:13mrpirate wrote on Wed, 07 March 2007 16:29if I was IronBalls I'd just ask god to smite the enemy for me

Yes, I believe in God...do you have a problem with that?

Yes.

Subject: Re: Mineing a base properly/ avoiding mines.
Posted by mrpirate on Thu, 08 Mar 2007 23:14:49 GMT
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de7's probably going to hell

Subject: Re: Mineing a base properly/ avoiding mines.
Posted by Crusader on Fri, 09 Mar 2007 19:55:11 GMT
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