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Subject: Proxie Mines

Posted by [Gizbotvas](#) on Thu, 06 Mar 2003 21:33:38 GMT

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I'll just say this since the forums reset and all our previous threads are gone. for newbs and n00bs:

On Defense Maps, you need only mine the doors of buildings that FACE AWAY FROM DEFENSES. Example: Mining the barracks doors on City\_Flying is stupid. Mining front door of WeapFac in Hourglass-stupid. Mining door to barracks on Under-stupid.

Don't be stupid.

That is all.

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Subject: Proxie Mines

Posted by [Alpha](#) on Thu, 06 Mar 2003 22:19:26 GMT

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Another n00b question: what would be a sufficient number of mines to place at each door?

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Subject: Proxie Mines

Posted by [mrpirate](#) on Thu, 06 Mar 2003 23:06:53 GMT

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Unless you are sure you need more, use 5 mines per door.

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Subject: Proxie Mines

Posted by [Gizbotvas](#) on Fri, 07 Mar 2003 00:08:25 GMT

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I believe 4 mines can kill a hotwire, no? Anything beyond that is gravy. Stick to "4 a door"!

-also, place mines far enough inside the door that vehicles cannot detonate them. JUST INSIDE THE DOOR IS NOT GOOD ENOUGH-they are proximity mines, remember, and I can pull up to your door in my apc, and detonate the mines that are inside your building.

Be smart.

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Subject: Proxie Mines

Posted by [Alpha](#) on Fri, 07 Mar 2003 00:25:22 GMT

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i see, thanks!

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Subject: Re: Proxie Mines

Posted by [Griever92](#) on Fri, 07 Mar 2003 03:13:19 GMT

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Gizbotvas...Don't be stupid...

Ditto

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Subject: Proxie Mines

Posted by [\[sg\]theOne](#) on Fri, 07 Mar 2003 03:56:04 GMT

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I`m pretty sure it takes all 6 proxy to kill hotwire. The best way to mine IMO is as someone else stated.

- 1) Only mine doors that are vurnerable (ie DO NOT face AGT/OB OR are subject to attack)
- 2) Do not mine OUTSIDE the door
- 3) Make "groups" of mines so when someone comes in set #1 kills them

4) Mining PATH WAYS is better than mining every building. If you can keep the base safe by mining the entrence to the base then do that vs mining every door ! Good maps maps for this are Under/Hourglass

5) Dont mine the MCT -- I've avoided death by proxy many times cause proxy was on MCT

Tips for neaturalizing proxy c4 & techs/hotwire !

- 1) In apc rush w/more than 1 person when you encounter c4 take turns setting it off. If you have 3 ppl they'd 18 MINES (!! ) to kill all of you using the "shared damage" technique.
  - 2) When your infi & have engi support setting of proxy c4 is faster than defusing them all BUT CAN give you way if someone is paying attention.
  - 3) If you KNOW your going to die due to c4 etc throw your timed somewhere in the area so when the friendly tech/hotwire comes back you may getcha a sucker-boink !
  - 4) Get rid of c4 as much as possible eventually the tech/hottie will have something else they are doing and your team will have a chance to slip by
  - 5) But of course As tech/hottie defuse 4 of their 6 proxy (leave the first few as theirs) and then lay your own proxy c4 (they love it when u do this!)
- 

Subject: Proxie Mines

Posted by [Sk8rRIMuk](#) on Sun, 09 Mar 2003 11:55:39 GMT

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When mineing it just takes a little common sense really, which unfortunately n00bs have very little (if not none) of...

I mean whos gonna go in the fromt entrance of the refinery on City\_Flying when they have the back...

Actually it may be a good idea to try using the un-obvious.

-Sk8rRIMuk

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Subject: Proxie Mines

Posted by [mrpirate](#) on Sun, 09 Mar 2003 21:15:00 GMT

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When you are mining an area that you know will be under attack, try hiding the mines. For example, you could place your mines along the side of the back door to the HoN in Under. Hopefully, they will assume it is unmined and run through... BOOM

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Subject: Proxie Mines

Posted by [\[sg\]theOne](#) on Mon, 10 Mar 2003 05:47:23 GMT

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mrpirateWhen you are mining an area that you know will be under attack, try hiding the mines. For example, you could place your mines along the side of the back door to the HoN in Under. Hopefully, they will assume it is unmined and run through... BOOM

Another good one is GDI pp. Mine the back of that tech terminal. Nod comes in and thinks they hit the jack pot then - KaBoOm.

ps. Doesnt work against seasoned b0inkers.

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Subject: Proxie Mines

Posted by [General Havoc](#) on Tue, 11 Mar 2003 13:16:13 GMT

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The amount of mines per building varys for each map and the team your playing. For instance on Hourglass your best mining the AGT, WF back door, Ref Back Door and the PP doors on GDI or OB, Hand, Airstrip, Ref back door and pp.

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Subject: Proxie Mines

Posted by [\[sg\]theOne](#) on Wed, 12 Mar 2003 00:37:29 GMT

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General HavocThe amount of mines per building varys for each map and the team your playing. For instance on Hourglass your best mining the AGT, WF back door, Ref Back Door and the PP doors on GDI or OB, Hand, Airstrip, Ref back door and pp.

IMO Best way to mine hourglass is.

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1 set in base defenses  
2 sets on the left side between base defenses & wall  
2 sets on the right side between base defenses & wall

This way vehics do not make it base base defenses meaning you dont have to worry about the other buildings. Cause even if u mine PP er WEP or REF that doesnt stop a APC from going back there ALL LOADED up repairing a dropping a few beacons...which of course, blows ass.

My experience has been that the APC always pop before it even gets to the door of the base defenses and the infi get boinked by the remaining c4 outside AGT/OB and those that dont get a face full once they get inside by that last set.

ps. If your Nod you may want to mine the tunnel so they dont exploit an infi rush while obelisk is going off OR so they cant kill your turrets from the tunnels.

That config would be  
1 in Obelisk  
1.5 on left side  
1.5 on right side  
1 in tunnels

The turrets will make up for the missing mines.

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Subject: Proxie Mines

Posted by [cheeta30](#) on Fri, 21 Mar 2003 22:36:41 GMT

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well the most important places to mine are the entrances of the obelisk/guard tower, then it is stupid to mine doors that are in the range of the guard tower, but if it is for example the ref. on under.mix (Nod side), then it is not stupid to mine all the doors because the obelisk shoots the vehicle then it goes BOOM!!!, and you still have 2 seconds to enter the door, also in under it is not stupid to mine the tunnel of the Nod side, because if you're gunner and you have a good timing, you can walk into the power plant, and destroy it...

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Subject: Proxie Mines

Posted by [NHJ BV](#) on Mon, 24 Mar 2003 17:08:33 GMT

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I hate people who think wasting all proxy mines on Under on the floor is useful. They won't stop an APC, it might hit 5 proxies, at most. On Under, for GDI, I think mining the AGT and the tunnel entrance is enough. The Tunnel entrance isn't necessary, but can save you alot of trouble, partially because you can retreat from the battlefield better as infantry (they won't follow you in the tunels due to mines).

For Nod, mine the Obelisk, and the tunnel entrance and keep it mined properly. Or (and) mine the PP tunnel exit and HoN back door.

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Subject: Proxie Mines

Posted by [Blazer](#) on Mon, 24 Mar 2003 18:00:25 GMT

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If I am Nod on hourglass, I usually mine our side of the tunnel with 6 prox mines like this:

The mines are unseen until someone runs into them. The head-height mines are especially painful. It's important to keep this tunnel mined, or GDI will surely take out your turrets with Gunners and PIC-Sydneys (or even Grenadiers if you aren't paying attention).

As for the obelisk itself, I usually always mine it also with 6 mines like this:

It's usually good enough to stop the usual 2-man rush.

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Subject: Proxie Mines

Posted by [Demolition man](#) on Mon, 24 Mar 2003 19:11:18 GMT

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Learn just one easy things: Mines are to slow down people and kill rushes.

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Subject: Proxie Mines

Posted by [\[sg\]theOne](#) on Tue, 25 Mar 2003 05:13:25 GMT

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@Blazer

Thats a really nice mining job ! I like your work.

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Subject: Proxie Mines

Posted by [cheeta30](#) on Tue, 25 Mar 2003 08:22:03 GMT

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that are good minings but you also must mine the master computer control terminal in case that they come through the mines in the door opening

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Subject: Proxie Mines

Posted by [Demolition man](#) on Tue, 25 Mar 2003 16:27:43 GMT

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cheeta30that are good minings but you also must mine the master computer control terminal in case that they come through the mines in the door opening Thats dumb because you can stay out off range from those

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Subject: Proxie Mines

Posted by [Blazer](#) on Tue, 25 Mar 2003 16:34:12 GMT

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Demolition mancheeta30that are good minings but you also must mine the master computer control terminal in case that they come through the mines in the door opening Thats dumb because you can stay out off range from those

Agreed. I for one never come close enough to the MCT to set off any proxies on it. If I am a hotwire/tech, sometimes I will throw my own proxies onto the enemy MCT. Sometimes they cover the timed C4, and sometimes the enemy engies get too close, and the proxies blow and further damage the MCT

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Subject: Proxie Mines

Posted by [Ren Sizzlefab](#) on Wed, 26 Mar 2003 02:43:19 GMT

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cheeta30that are good minings but you also must mine the master computer control terminal in case that they come through the mines in the door opening

Maybe you're getting your player tips from the official website:

[http://westwood.ea.com/games/ccuniverse/renegeade/english/tourn\\_playtips.html](http://westwood.ea.com/games/ccuniverse/renegeade/english/tourn_playtips.html)

That may be the reason that most people don't know how to mine...

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