
Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [Neo5](#) on Thu, 26 Jun 2003 18:41:02 GMT

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i was out for an evening stroll in my medium tank. when suddenly an apc comes around the corner. and im thinking chaching you're dead. but he just drives into me and i blow up instantly. i started calling him a cheater but then the next time i saw him in his apc again i noticed...he had like 30 prox mines strapped on his apc! he just went ripping out into the field and gave his little love tap to any med tank and took them out.

Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [asdfg195](#) on Thu, 26 Jun 2003 18:51:08 GMT

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It's also good to sometimes put prox mines on the harvy on levels where people use it get into your base.

Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [Neo5](#) on Thu, 26 Jun 2003 18:52:27 GMT

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ya that work work quite well and if they were trying to strap c4 to it the prox mines would portect it. of course it does count to your limit though so it woudl be sort of a waste

Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [ohmybad](#) on Fri, 27 Jun 2003 16:08:12 GMT

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I had my bro put tons of remote c4 on me then i would run at some and ld tell him when to explode it

Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [Neo5](#) on Fri, 27 Jun 2003 18:02:38 GMT

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lol that would be a funny sight

Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [warranto](#) on Fri, 27 Jun 2003 19:06:38 GMT

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Only one major problem with his strat... 30 proxy used to take out one tank, meanwhile a tech/hotwire is able to sneak into a building and blow it because there is nothing defending it. I'd trade a tank for a building any day.

Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [kawolsky](#) on Fri, 27 Jun 2003 19:10:17 GMT

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attach proxy to a SBH and cause havoc in tunnels...

Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [StoneRook](#) on Sat, 12 Jul 2003 18:28:07 GMT

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of course you understand - doing that erases the mines at your base....

yes - you could be the cause of some enemy sappers running into your PP - because you strapped 30 mines to the front of your APC and hit one guy...

good job!

Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [DukeLeto](#) on Mon, 14 Jul 2003 00:27:55 GMT

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Well, since one proxy mine does 100 damage, and a med has 800 total HP, it would only take about (...let's see, add the 7, carry the four, multiply by 2.2...) 8 or 9 prox mines to knock out a medium tank.

Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [Jaspah](#) on Wed, 16 Jul 2003 22:04:02 GMT

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Ok,

Then how come I can hit atleast 3 Proxies without dieing? :rolleyes:

Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [warranto](#) on Wed, 16 Jul 2003 22:59:22 GMT

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DukeLetoWell, since one proxy mine does 200 damage, and a med has 800 total HP, it would only take about (...let's see, add the 7, carry the four, multiply by 2.2...) 4 or 5 prox mines to knock out a medium tank.

I have no idea what you are talking about... proxy mines do not do 200 damage. :rolleyes: I've said this before, please know what your talking about before you state "facts"

Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [Jaspah](#) on Thu, 17 Jul 2003 00:54:27 GMT

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Lol.... :rolleyes:

Why do you think we put 5 Proxies at the doors? For looks?

Because,

A). They don't do 200 damage, dipshit.

B). Its easier to count.

C). Dunno?

:rolleyes:

Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [Homey](#) on Thu, 17 Jul 2003 19:45:45 GMT

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Its called a buggy bomb.

Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [Renegade1](#) on Thu, 17 Jul 2003 20:05:43 GMT

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30 Proxies = Dont kill a med. They may be able to kill buggy but only thing that can take out med is remote c4. And you dont need to waste money on apc when buggy does it even easier/faster unless they got sakuras/havocs.

Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [DukeLeto](#) on Sun, 20 Jul 2003 14:30:32 GMT

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Excuse me, I meant one hundred unmodified damage... :oops:

But it does work...I blew up a Stealth Tank with a HummerBomb this morning...

Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [Jaspah](#) on Sun, 20 Jul 2003 16:24:40 GMT

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You sure it wasn't someones C4?

Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [PsY](#) on Tue, 22 Jul 2003 01:37:19 GMT

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Do you think it has anything to do with the armor?

Like if you had a full health havoc, and a full health med tank, run over a prox with each one, do you think theyd both lose the same ammount of HP?

Anyways...Its a waste of mines but its fun as hell. I do it on servers run by people I dont like so it causes hell...Or on the Gods Men server or whatever, where they dont allow the word " hell" or anything even close, not even noob. So people say "wtf u noob" BAN. Fun fun fun.

Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [t1000n1](#) on Wed, 24 Sep 2003 09:20:40 GMT

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The best way in under to stop an early rush is to put 6 prox in agt and 20 remote between rocks by entrance and wait. LOL i took out 2 stanks and an apc that way. Then the next time they think youll do it again and they sent one tank in first thinking youll detonate em on one tank then the apc tries to get thru to go to pp but is surprised when they blow up for him instead! And your still in position to rep agt and deal with the stank. light tank. or flame thats left.

Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [rm5248](#) on Thu, 13 Nov 2003 21:41:35 GMT

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actually, it takes about 3 proxy mines to destroy a character, like a tech. could be 4, though. im

not positive

Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [NHJ BV](#) on Fri, 14 Nov 2003 09:45:07 GMT

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rm5248actually, it takes about 3 proxy mines to destroy a character, like a tech. could be 4, though. im not positive

At least 4.

Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [laeubi](#) on Fri, 14 Nov 2003 19:36:51 GMT

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StoneRookof course you understand - doing that erases the mines at your base....
yes - you could be the cause of some enemy sappers running into your PP - because you strapped 30 mines to the front of your APC and hit one guy...

good job!

I totally agree... only n0bbs use this shit taktik.

If you lost your first building youll see ... :rolleyes:

Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [IRON FART](#) on Sat, 15 Nov 2003 01:35:48 GMT

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Quote:

Well, since one proxy mine does 100 damage, and a med has 800 total HP, it would only take about (...let's see, add the 7, carry the four, multiply by 2.2...) 8 or 9 prox mines to knock out a medium tank.

1. You can't say that proxy mines do 200 damage because:

They just don't do that much damage on the most vulnerable entity in the game (characters and infantry)

2. Vehicles/tanks have a different class of armour.

Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [azngqboy](#) on Sun, 30 Nov 2003 14:51:03 GMT

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there are alot of mine/vech tricks, like il ust like em

mass throw time c4 in your own building if u think mass infantry are coming, show em to camp!

buggy bombs are an old example, pop up your humv, like on a ramp, and throw massive remote c4 on the bottom of it, you will need about 30+ or whatever the max was, run onto the airstrip and then !boom! my friend did this to me 3v3 alot on lan games

this is really basic, but memorize how long time c4 take to blow and how long it takes a harvy to go back to the refinery, then get like 10 team mates to throw it onto the harvy, i did this in a 10v10 match at a net cafe, it was the best rust ive ever pulled off

this is a bud idea but still works, massive mine and place remote c4 on a vech, leave it open, watch it, blow it up (and kill the person getting into it) at the same time (its useless and a waste, but boy is it funny!

but the mine ones work good, but this is how a good 'team' will do it, get another person to mine the apc, this is better because it will not damage the APC!! if there is no FF on!

Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [ILoveTrent](#) on Wed, 17 Dec 2003 22:56:18 GMT

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yeah. i agree with what he said.

Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [Falconxl](#) on Fri, 19 Dec 2003 06:43:36 GMT

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rm5248actually, it takes about 3 proxy mines to destroy a character, like a tech. could be 4, though. im not positive

I can survive 6 Proxies with a tech/hottie but thats a very hard earned secret. Typically it take 5 mines to kill a Tech or above.

Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [azngqboy](#) on Sun, 21 Dec 2003 05:40:08 GMT

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ya i can survive 6 as well hehehe, but i only can if they are vary vary close together, or kinda spread, (i remeberwhen the game first came out, prox mines only blow up when u where 1 unit around it, so if u jumped, you would take half damage, or jsut not even get hit .. omg, i would take Hotty in under, walk into the Power Plant by hiding behind the rock, sitck my head up then duck (to make the ob shot off and miss me) then during cool down run behind the HON, then after that run to the crack of the powerplant, only to be stoped by prox mines, but i soon realized you could

jump em, but since to many ppl like me noticed that, WOL changed it to that you can't do it ne more)

Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [Bombario](#) on Tue, 06 Jan 2004 01:52:08 GMT

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Falconxl

I can survive 6 Proxies with a tech/hottie but thats a very hard earned secret. Typically it take 5 mines to kill a Tech or above.

Ok, that's not hard...you just go close enough to the mines to detonate and then back off at the last second so the splash damage doesn't do that much, go to the next mine or group of mines, and repeat.

Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [DragonFg](#) on Thu, 08 Jan 2004 18:48:38 GMT

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The proxys on the vehicle never works for me. Everytime all of the proxys simulaniously disappear after about 20 seconds

Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [SuperFlyingEngi](#) on Thu, 08 Jan 2004 21:18:12 GMT

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That happens when you drive the vehicle, proxies lag behind, but the collision box is still there. Now, if people on your team put down new Proximity C4, then, yes, the mines will go away.

Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [azngqboy](#) on Fri, 09 Jan 2004 05:21:27 GMT

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this is what i do with my friends, i drive, he plants remote C4, he jumps out and detonates, whatever we want dead, dies, we have gotton buildigns to 2/3 life with this, yes it was that many damn remotes! also him being in, makes the C4 lag less, also hitting into walls is not an options everyone!! this pushes the C4, then it disapairs into your RAM! so dont do it!

Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [tehspsy420](#) on Tue, 13 Jan 2004 13:54:01 GMT

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In a lag spike i blizted through 8 mines with a hottie and lived with 19 health.... too bad for nod nobody followed me in cuz somebody else rushed N the person who mined got a boink.

Subject: I Saw One Guy Do This And It Works DAMN Good!
Posted by [TheSkarekrow](#) on Tue, 27 Jan 2004 00:55:35 GMT
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One prospect conflicts with your brilliant idea.

~Mine Limit!~

Subject: I Saw One Guy Do This And It Works DAMN Good!
Posted by [gibberish](#) on Tue, 27 Jan 2004 01:25:12 GMT
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TheSkarekrowOne prospect conflicts with your brilliant idea.

~Mine Limit!~

Two - Friendly Fire.

Subject: I Saw One Guy Do This And It Works DAMN Good!
Posted by [Alkaline](#) on Wed, 04 Feb 2004 04:20:31 GMT
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kawolskyattach proxy to a SBH and cause havoc in tunnels...

everyone will be like wtf floating proxies?? hrm... must be sbh I'll nail him.

Subject: I Saw One Guy Do This And It Works DAMN Good!
Posted by [weesheep](#) on Fri, 06 Feb 2004 15:32:43 GMT
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The use of proximity mines or remote c4 on vehicles/characters is not the most effective manner to attack your enemy.

The best way I have found is to buy an apc then have a team mate throw timed c4 on the front of the apc. You can also do this yourself but it's easier ff you get your team to do it. This technique allows you to rush into ANY vehicle and destory it immediatly. Of course it requires some timing

but that really isn't hard if you have 30 timed c4 on you. Also timed c4 does not count toward your mine limit and if there is an upper limit I have never reached it as the timed c4 detonates before I have reached a limit.

The most damage I have done with this technique is to kill 3 stanks, 1 flame and 1 apc on Field. Needless to say I was accused of using renegade final cheat

PS. Some servers regard this tactic as cheating and will kick/ban you for it, so beware.

Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [kriegerv](#) on Sun, 08 Feb 2004 11:13:31 GMT

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They should kick you for hampering the team. There is a mine limit. If you do that, nod can easily nuke ref/bar.

Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [exnyte](#) on Mon, 09 Feb 2004 11:11:01 GMT

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weesheepAlso timed c4 does not count toward your mine limit and if there is an upper limit I have never reached it as the timed c4 detonates before I have reached a limit.

Read the post first!

Subject: I Saw One Guy Do This And It Works DAMN Good!

Posted by [SuperFlyingEngi](#) on Tue, 10 Feb 2004 00:42:01 GMT

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The only real good thing to do with remote c4 besides blow MCTs and attack tanks is to have a friend stick remote c4 on you. Then, have him trail behind you as you run in to the field with your bomb vest. Run right up next to enemy infantry and have your friend blow the C4. With minimum practice, you can get almost any infantry besides patches and mendozas with just a basic infantry as long as the bomb runner jumps and dodges really well.

Also, it helps if the person who deployed the C4 can see the other person's screen.
