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Subject: Kinda a bragging story. (Warning: Long - for a post)

Posted by [Anonymous](#) on Thu, 25 Apr 2002 21:13:00 GMT

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In hindsight, after writing this, a few tips come out.1: On Walls, DON'T put mines in the actual tunnel part. I've seen people put mines all the way down the stretch of the tunnel - sometimes more than 10. This is a BAD thing to do. Because if a team of engineers is able to disarm all of them, that not only nets them more credits, but it nets their teams more than 300 points. On Walls, when I mine the tunnels, I put the charges out of sight at the top of the exits (usually six per side - normally only one is visible). So - when an invasion attempt comes through, they blindly stumble over them thinking our team is a bunch of gung-ho idiots who didn't bother to mine. This works ALL the time, and I've noticed it dramatically cuts down on raiding parties, as people tend to learn faster after losing a unit to speed vs. tact - plus you don't cost your team 300+ credits by sticking the mines down where they can easily be cleared - same premise holds true on Field - don't lay mines in the tunnels, as its wasteful and I've afforded many a beacon/stealth by disarming them. ALWAYS PLACE MINES WHERE YOU CAN EITHER HEAR OR SEE THE REPAIR BEAMS, AND NEVER GROUP THEM.2 - Laying mines is good. Not SURVEYING them is BAD. If you're taking the time to set up an active defense for your base, bravo. But your obligation doesn't stop there. If you come back three minutes later and see out of 6 mines only three remain, take the time to remine the area. As I made clear, someone DIDN'T on the GDI Walls team and I was able to exploit it for the entire round.3 - As I said in #1, don't group mines - the most effective mining tactic is to rope them. That is, place two at each entrance and stagger single ones over normal footpaths. You save mines, and the end result is usually much more lethal, as a good setup should be designed to kill one invader, heavily damage his backup, and leave the third invader (if applicable) alone and with little cover. Grouping mines usually only hurts one person, and unless it's the most vital or last building standing in a round, using more than 8 mines (except on vital structures such as the PP in City\_Flying) is MASSIVE overkill.4 - Whenever I mine, I always keep my own separate count as to how many I've used. Usually on Mesa I take the initiative to allocate mines to vital structures on the map. Let's face it, if the enemy takes out the Barracks with the AGT active on Mesa, you did something wrong as a team. Heavily mine structures that are the most vital. If you lose your PP on City, your offensive life is over, simple as that. Unless you can mount an equal counteroffensive strike in the next two minutes of the round, you're not going to succeed unless you pull off a miracle in the way of uber-expensive rushes thanks to (mostly) the negligence of your comrades.5 - Renegade, IMO, has a "two-minute" rule. If you can't pull off something within two minutes of a structure going down, chances are you lose a match. Usually on non-base-def. maps, if you have decent teams against each other, if a structure is lost followed closely thereafter by a corresponding structure on the other team being lost, you're fine. But it usually takes a maximum of two minutes on any map to successfully mount an offensive, and if another structure is not claimed on the other side within that time period, usually it decides the game. It's just my observation.

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