
Subject: Re: dthsh0t is a Renegade God
Posted by [Renegerage](#) on Fri, 10 Feb 2006 06:56:07 GMT
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mision08 wrote on Tue, 07 February 2006 06:44Hmm, 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 usually 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.

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.
