Subject: need engee info? ask me :)
Posted by Anonymous on Mon, 11 Feb 2002 19:43:00 GMT
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im the beta's 24-7 engee ask awayShayd

Subject: need engee info? ask me :)
Posted by Anonymous on Mon, 11 Feb 2002 19:47:00 GMT
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What's there to know?"Go over there, repair this and that, mine something or another, plant C4 on this or that."There, you're done.

Subject: need engee info? ask me :)
Posted by Anonymous on Mon, 11 Feb 2002 19:54:00 GMT
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ackso shallow to one of the under used chareters in the game imho

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Subject: need engee info? ask me :)
Posted by Anonymous on Mon, 11 Feb 2002 20:40:00 GMT
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ok shady, what sorta ranking can u expect being a engy all the time!??

Subject: need engee info? ask me :)
Posted by Anonymous on Mon, 11 Feb 2002 20:58:00 GMT
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right now im raned 450 or so...   it also depends on how offencive you are.. if your good.. and are good at placing c4 in enamy bases.. you ca rack up alot of points..   i have spent most of my time playin repair man and stayed in the basesShady

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Subject: need engee info? ask me :)
Posted by Anonymous on Mon, 11 Feb 2002 21:16:00 GMT
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i play as eng almost all the time and am ranked around 40

Subject: need engee info? ask me :)
Posted by Anonymous on Mon, 11 Feb 2002 21:21:00 GMT
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If you stick around the base you will only place well if you are being attacked a lot and you are one of the few repairing. Its usually those games you lose so if you do a good job you may only lose a couple points. If your team wins it usually means the other side attacked less so if you were back at the base the whole time you won't get many points.If I'm playing as Engineer I tend to start out as a field medic/mechanic and get points that way and then if we are being attacked stay back at the base later in the game. It depends on the momentum of the game though.I also mine the MCT's sometimes but it depends who is on your team, sometimes you have teammates who are proxy mine crazy, so it is not worth the effort to place them as they disappear soon after.[February 11, 2002: Message edited by: Gobalopper]

Subject: need engee info? ask me :)
Posted by Anonymous on Tue, 12 Feb 2002 01:38:00 GMT
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I've played the engineer many times. Regretably the only way to score serious points repairing is by repairing your own buildings, firing directly at the MCT and this means that you're losing the game. Repairing tanks or killing people with mines will not get you a decent rank.

Subject: need engee info? ask me :)
Posted by Anonymous on Tue, 12 Feb 2002 09:23:00 GMT
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but every little bit helps

Subject: need engee info? ask me :)
Posted by Anonymous on Tue, 12 Feb 2002 19:21:00 GMT
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I have a question, why do you play as an engineer all the timeisnt it better to have some variety?

Subject: need engee info? ask me :)
Posted by Anonymous on Tue, 12 Feb 2002 19:54:00 GMT
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my graphics sucks to abd to do much else..   no vid memory on this card.. i can at least hit the broad side of a building

Subject: need engee info? ask me :)
Posted by Anonymous on Tue, 12 Feb 2002 19:56:00 GMT
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aah that explains

Subject: need engee info? ask me :)
Posted by Anonymous on Tue, 12 Feb 2002 20:51:00 GMT
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most games.. i can get at least one kill... good games i get 4-5

Subject: need engee info? ask me :)
Posted by Anonymous on Tue, 12 Feb 2002 20:53:00 GMT
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WHo cares about 'ranks' in C&C Mode, I mean, we're after teamwork here, not 'who ever gets the highest score'

Subject: need engee info? ask me :)
Posted by Anonymous on Wed, 13 Feb 2002 06:11:00 GMT
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oh ya.. fun also ranks high on the list too

Subject: need engee info? ask me :)
Posted by Anonymous on Wed, 13 Feb 2002 13:04:00 GMT
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quote:Originally posted by Gobalopper:If you stick around the base you will only place well if you are being attacked a lot and you are one of the few repairing. Its usually those games you lose so if you do a good job you may only lose a couple points. If your team wins it usually means the other side attacked less so if you were back at the base the whole time you won't get many points.If I'm playing as Engineer I tend to start out as a field medic/mechanic and get points that way and then if we are being attacked stay back at the base later in the game. It depends on the momentum of the game though.I also mine the MCT's sometimes but it depends who is on your team, sometimes you have teammates who are proxy mine crazy, so it is not worth the effort to place them as they disappear soon after.[February 11, 2002: Message edited by: Gobalopper]Getting a good rank means nothing. All it means is you had some skill, and happened to be in the right place at the right time. MVP in Renegade means nothing. All it signifies is the person who got the most points, not who was actually the most valueable player in the match. The man disarming the beacon in the base is just as important as the person who plants the beacon in the opposing

base.If you think your the best just cuz you get MVP more then any other player, you coudln't be any more wrong.

Subject: need engee info? ask me :)
Posted by Anonymous on Thu, 14 Feb 2002 04:10:00 GMT
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Since 1 engi can't take out a structure (what I heard) you could probably tell me if structures lose effiency as they rack up damage.And one more thing, how powerful is C-4 vs various targets i.e. infantry, tank, light structure (sam, guard tower), and heavy structure (outside not panel if you ever did so).

Subject: need engee info? ask me :)
Posted by Anonymous on Thu, 14 Feb 2002 06:17:00 GMT
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building stop functioning only after destroyed.c4 is strong if u place it on vehicles and near infantry!c4 almost does no dmg to a building when placed on its outside! (no sams in mp)i think 2 c4 take a turret

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Subject: need engee info? ask me :)
Posted by Anonymous on Thu, 14 Feb 2002 13:52:00 GMT
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i thought 3.... or.. i e use 3 to be sure

Subject: need engee info? ask me :)
Posted by Anonymous on Thu, 21 Feb 2002 03:37:00 GMT
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As a Technician, I planted around 20+ C4 proximity mines on an ally soldier (who didn't notice because they were afk?) and later in the game I got three free kills from it. I didn't get to watch but I laughed when I saw my name displayed 3 times.I don't know if this is tactful..since it does hurt your allies as well.

Subject: need engee info? ask me :)
Posted by Anonymous on Thu, 21 Feb 2002 03:41:00 GMT
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...and yes you can destroy the NOD tower with one Hotwire, it takes 2 C4's and the 2 triggered

---

C4's on the MCT panel.

Subject: need engee info? ask me :)
Posted by Anonymous on Thu, 21 Feb 2002 07:43:00 GMT
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why would you plant that many in one spot?? there is a server limit of 30....

Subject: need engee info? ask me :)
Posted by Anonymous on Thu, 21 Feb 2002 07:46:00 GMT
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Sounds like Shady needs and upgrade Shady! "Call the folks at Dell and they will find a PC thats right for you"

Subject: need engee info? ask me :)
Posted by Anonymous on Thu, 21 Feb 2002 07:51:00 GMT
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$$$ got any i could have?

Subject: need engee info? ask me :)
Posted by Anonymous on Thu, 21 Feb 2002 13:40:00 GMT
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I like playin as an engineer only when I see that it is need alot. For instance if we have layed seige to the enemy, their defense is down, I just wanna be one, or we planning to a "special ops" type of assult. I like to consider myself when I play as an engi cause cause I wanna more as an "assult engi" I have killed many people with their simple little pistol. Also wen base defense down being and engi and getting a fast unit is important to take out as much as you can quickly.

Subject: need engee info? ask me :)
Posted by Anonymous on Thu, 21 Feb 2002 15:09:00 GMT
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quote:Originally posted by [X]:By the way Shady, does a prox mine do more damage if it goes off near the head of the enemy? TIAtakes three mines to kill the med-lower class chareters.. just put them on the ground.... they do plenty of damage from there

---

Subject: need engee info? ask me :)
Posted by Anonymous on Thu, 21 Feb 2002 17:28:00 GMT
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I saw a GDI Gunner walk through 4 mines and survive albeit he must have been full health at the time he did that. BUT he was so low on health that I shot him through the dust and debris with my little handgun and killed him off. I bet he was ****ed, he looked shiny brand new.

Subject: need engee info? ask me :)
Posted by Anonymous on Thu, 21 Feb 2002 20:52:00 GMT
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the trick i have seen is in the place ment of the mine

Subject: need engee info? ask me :)
Posted by Anonymous on Fri, 22 Feb 2002 00:47:00 GMT
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Some tech types don't realize there is a limit. I just found that out a couple of nights ago.But with Technicians MORE IS NOT BETTER hehe. If it takes 3-4 C4 to destroy a building why do they lay down 5 prox mines next to each other in a row. To beat that I just make a throw away car, run into the tunnel and jump on them.. Bam 5 mines gone. Instead why not place 2 or 3 next to each other in the center of the ramp at regular intervals outside of prox range? That way they have to spend the time running back to hit the next set. If you are a savvy technician you will notice that you got a kill. Go back and refresh.The other thing I like to do is setup an easily passed decoy prox setup. And because I know exactly how they are going to "sneak" past them, I can setup their doom where they weren't looking.I have gotten loads of kills with that technique. I ranked 9 in a 32 player game and most of those kills were Technician kills. Of course it helps when it is a big game and people are accessing the tunnels all the time. It kept putting a smile on my face as I sat right outside the tunnel, heard a big explosion followed by <X> killed so-and-so, only to set the trap again and BOOM <X> killed so-and-so. You'd think they learn.

Subject: need engee info? ask me :)
Posted by Anonymous on Fri, 22 Feb 2002 00:48:00 GMT
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By the way Shady, does a prox mine do more damage if it goes off near the head of the enemy? TIA

Subject: need engee info? ask me :)
Posted by Anonymous on Thu, 16 May 2002 18:12:00 GMT
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as in.. most people dont know how to place mines

Subject: need engee info? ask me :)
Posted by Anonymous on Thu, 16 May 2002 18:27:00 GMT
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lol, this is an old topic...

Subject: need engee info? ask me :)
Posted by Anonymous on Fri, 17 May 2002 07:13:00 GMT
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quote:Originally posted by Visceroid_Man:Getting a good rank means nothing. All it means is you had some skill, and happened to be in the right place at the right time. MVP in Renegade means nothing. All it signifies is the person who got the most points, not who was actually the most valueable player in the match. If you think your the best just cuz you get MVP more then any other player, you coudln't be any more wrong.   It does mean, however, that you are doing something correct. You don't get that by doing nothing right.

Subject: need engee info? ask me :)
Posted by Anonymous on Fri, 17 May 2002 17:24:00 GMT
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0.o

Subject: need engee info? ask me :)
Posted by Anonymous on Sun, 19 May 2002 01:52:00 GMT
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I've found X, diamond, and pentagon patterns work best for mines, depending on your need for them.Esp. in the power plant - for example, stick six at each entrance in City, six in the rear of the weaps, and six in the rear of the ref and you're covered - unless your enemy is brave and goes after the AGT - but this placement hasn't failed me yet. Six at each entrance in City dissuades a raiding party long enough to get there before any damage is done - most of the time.

Subject: need engee info? ask me :)
Posted by Anonymous on Sun, 19 May 2002 02:10:00 GMT
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the pistol is my best friend... im actually very good with pistols... they are quite powerful... about

---

10 headshots to kill something though... while im waiting for timed c4 to explode, i usually pick off anyone respawning where i am...

Subject: need engee info? ask me :)
Posted by Anonymous on Sun, 19 May 2002 02:20:00 GMT
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quote:Originally posted by Zavian:the pistol is my best friend... im actually very good with pistols... they are quite powerful... about 10 headshots to kill something though... while im waiting for timed c4 to explode, i usually pick off anyone respawning where i am...Here is something I noticed with pistols. If you shoot someone in, say the head, they will lean forward. Now, if you keep shooting in the place where the head should be, you will still get headshots. I'm not completely sure this works, but it seemed to work when I tried it.

Subject: need engee info? ask me :)
Posted by Anonymous on Tue, 21 May 2002 00:28:00 GMT
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try shootin a mct w/ a pistol... takes a while to see teh dammage

---

Subject: need engee info? ask me :)
Posted by Anonymous on Tue, 21 May 2002 00:35:00 GMT
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quote:Originally posted by Zavian:the pistol is my best friend... im actually very good with pistols... they are quite powerful... about 10 headshots to kill something though... while im waiting for timed c4 to explode, i usually pick off anyone respawning where i am...Takes 3 head shots for a free unit

---

Subject: need engee info? ask me :)
Posted by Anonymous on Tue, 21 May 2002 09:50:00 GMT
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The pistol is a nice little thing. The only disadvantage is that it only has some 20 feet of range.

Subject: need engee info? ask me :)
Posted by Anonymous on Tue, 21 May 2002 11:14:00 GMT
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quote:Originally posted by Visceroid_Man:MVP in Renegade means nothing. All it signifies is the person who got the most points, not who was actually the most valueable player in the match. I

---

agree, but with one exception.. if the game ends with the time limit and you win by points. Then, I'd say that the person with the highest number of points was quite valuable. There are a lot of other factors to consider, but points do mean something in many games... assuming that your team wins. Engineers, btw, are not just for repairing. Throwing timed C4 all over the place when a rush is coming can be quite effective sometimes. One other job for engineers is to clear enemy mines. This is often overlooked, but it can help the chances of sneaky C4 rushes. I notice that most teams don't check on their mines very often, so they probably won't notice for a while.

Subject: need engee info? ask me :)
Posted by Anonymous on Tue, 21 May 2002 14:48:00 GMT
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in a loosing effort.. i can join a game on teh losing team and end #1 for our team.. given teh right conditions

---

Subject: need engee info? ask me :)
Posted by Anonymous on Tue, 21 May 2002 14:56:00 GMT
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quote:Originally posted by SHADY-CNCU:in a loosing effort.. i can join a game on teh losing team and end #1 for our team.. given teh right conditionsbeen there and done that many times.sometimes when u repair alot and throw your mines at the right spots and alway take a stroll to check and re-mine when it is that calm period before it starts again.then u get alot of points and help your team big-time.one thing that gets me annoyed is on city_flying when u know that people got cash and sits with a basic trooper and just waits to get enough for a helo.why dont they uppgrade and either repair or go and blow stuff up? the cash comes rolling in when u are active.

Subject: need engee info? ask me :)
Posted by Anonymous on Tue, 21 May 2002 14:58:00 GMT
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i still say that ther are no reason to use a vehicle...   but.. thats me... i played the entire beta at 2 fps... so i know how to use infantry