Subject: Mining Tactics
Posted by Anonymous on Mon, 25 Mar 2002 23:43:00 GMT
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???   Maybe some thoughts about mining tactics?I was wondering what is best way to say protect AGT from a 2 to 3 person APC rush?I'm torn on what is best. 1. Lay 3 mines under MCT, then 2 or 3 inside door, then 1 to 2 outside door.I,m thinking laying mines to close to MCT, enemy can throw C4 at it from a distance, and also how to stop the 2 suicide men who clear area for # 3. You say 1 can't kill it himself, true but somehow the AGT gets knocked down just a bit from the rush.I can't seem to stop organized rushes?The same goes for other structures, there is NO way to sufficiently protect the it seems, of coarse we have other fighting members but I have been in one game after another with the same guys and they would win everytime within 7 mins like clockwork, I really think maybe we need a 40 mine limit in the future when everyone starts working together smart like.

Subject: Mining Tactics
Posted by Anonymous on Tue, 26 Mar 2002 04:28:00 GMT
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plant a mine on a humm vee's front and go crash on a vehicle!!

Subject: Mining Tactics
Posted by Anonymous on Tue, 26 Mar 2002 11:46:00 GMT
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This is the biggest deal on the hourglass map - i plant 10 mines inside the AGT door and that always (so far) keeps me and the tower safe from interior invaders.

Subject: Mining Tactics
Posted by Anonymous on Wed, 27 Mar 2002 00:05:00 GMT
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Think choke points.....mine at them and you will have to cover a smaller area. almost all the maps have them --for example - on the undermap - the main tunnel branches off - instead of mining the two exits - mine at the branch - it will take less mines and if your creative in laying them - by sticking them on the walls and ceiling - you will get more bang for your buck.Also - when you are laying the mines - dont group them close together - they will all go off - so if they send in a "CF" (cannon fodder) - all the mines go and the rest rush in.to help stop rushes - well - mines dont do that much damage to tanks --- but if you place them far enough away - so they take the armour down -- the agt/obi can hit them harder as they come closer.(helps to have the personal ion cannon or raveshaw to hit them as they pour in)i been playing around with the arrangements - and havent hit on a good pattern. Any suggestions? (the triangle seems to work best --)One of the other tactics i have been seeing is when the enemy engie comes down to rush - they stop outside the target and throw mines in -- (helps to kill the defenders and i think it damages the building (?))

pretty sneaky i think LOLBut the best way to stop a rush is to do your own..... muhahahahaha.

Vegas Joe--Your not stupid --- i've been playing war games since i was a wee one - and being in the real military for 12 years -- you sort of get to know tactics.....or die by them <VBG>Good book to read is Sun Tzu's "Art of War" -- you would be suprised on what it can teach - even though it was written a very - very - long time ago.....(2400 odd years or so)here's a link to an online copy... http://www.kimsoft.com/polwar.htm "Make War and Peace will follow"

Do NOT mine the doorways. That irks me when I see that. We only get 30 mines. On maps without defense, every single MCT needs to be mined. That means there are 4 buildings so approximately 5-6 mines each with a few left over for offense. So, you are better off mining the MCT rather than the doorways because anybody going through a door is headed for the MCT anyway.

quote:Originally posted by KingZeus[CnCRenegade.com]:Do NOT mine the doorways. That irks me when I see that. We only get 30 mines. On maps without defense, every single MCT needs to be mined. That means there are 4 buildings so approximately 5-6 mines each with a few left over for offense. So, you are better off mining the MCT rather than the doorways because anybody going through a door is headed for the MCT anyway.I disagree - especially in the case of the agt or obelisk. I want to blow them up before they get to the mct. And if you put all mines on the mct then they all go off at once - much better to spread them out so they are effective against more than one infantryman. For example in agt if you put 10 inside the door spaced up to the mct you can kill 3 infantry and not be bothered while you repair - especially on hourglass map. If you only have them on mct then you kill only one. Besides they can "throw" these things at the mct if they're smart and avoid detonating mines placed on the mct.

Very good you guys and Stonerook, I am so stupid, of coarse, plant mines up at branch not @ both entrances, so simple yet effective.I'm still not convinced fully on the idea of 10 mines in AGT, I fear 1 person could blow them off while the guy behind simply runs in after all clear?As to putting mines on bumper, I have tried that, it seems to pee people off, I still have hope for it though, but must experiment further in practice mode, it may damage your own vehicle when it goes off?Thanks guys hope we are learning some good kill traps! here.

Subject: Mining Tactics
Posted by Anonymous on Wed, 27 Mar 2002 12:16:00 GMT
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I know you all hate getting killed as engy, we are so dam helpless, but I have found by simply throwing a few mines down as you run away from attacker, they foolishly follow you most times it's crazy, don't try to chase them throwing mines at them it works only rarely and only if their health is down and you end up getting damage yourself in explosions, simply lad and run around a corner if avalible. Just make sure you have a handy key mapped to mines.I hate when like 3 engys get slaughtered like sheep while repairing, I realize you don't want to jepordize your 30 mine limit but in most cases you have a few to spare?

Subject: Mining Tactics
Posted by Anonymous on Wed, 27 Mar 2002 13:29:00 GMT
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I've found the middle road to be best in this regard.It is certainly a good idea to mine the door and inside of the AGT and Obelisk,but, I agree that mining the MCT, or rather, NEAR the mct works better than the doorways. Just be sure to space them a ways away from it, in a semi-circle. You have to make sure engie's can't get near enough to throw them. But, done properly, you can set up a good perimiter around the mct that can keep it safe.Or, just park a **** humvee in front of it.It's what all the kids are doing

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Subject: Mining Tactics
Posted by Anonymous on Wed, 27 Mar 2002 13:36:00 GMT
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I have to disagree, aswell, with placing the mines on the MCT. This does nothing if the person decides to place an Ion or Nuke beacon. If the purpose is to destroy the building then it doesn't matter where it's placed. Mine the entrances!

Subject: Mining Tactics
Posted by Anonymous on Wed, 27 Mar 2002 13:47:00 GMT
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You need to spread them out. I should have mentioned that so in effect you are actually planting them in front of the AGT's MCT to begin with. The area of that room is actually a good size area to mine in front of all the MCT's.   Mining doorways to prevent beacons is useless because then somebody will just plant the beacon outside the building and your mines will have proved useless. There is no way you can mine the entire outside of a building. Besides, I would much rather let them plant the beacon and then disarm it so I get 300 points....so I'd rather kill them after they plant.

Subject: Mining Tactics
Posted by Anonymous on Wed, 27 Mar 2002 16:06:00 GMT
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The game is about winning..not points man. Who cares about the stupid ladder system. I don't. I play to win. So limiting where the enemy can get to is a plus. I get more than enough cash repairing buildings, etc that I don't care about that aspect of disarming a beacon.

Subject: Mining Tactics
Posted by Anonymous on Wed, 27 Mar 2002 16:13:00 GMT
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1 thing is for sure. no mining strategy will work in all cases. the best defense is to have available defenders in base when the rush comes. you can buy a buggy/hummer and patrol around the base making sure tunnels are covered. it also provides you with firepower that just running around as an engie won't give you. and of course, the offensive team should keep the enemy's defenses busy as well...

Subject: Mining Tactics
Posted by Anonymous on Wed, 27 Mar 2002 16:37:00 GMT
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i mine is odd places.... the oppisitions tunnesl can be fun

Subject: Mining Tactics
Posted by Anonymous on Wed, 27 Mar 2002 16:43:00 GMT
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StoneRook: Yes, I will check out that link, tnx, I have play loved playing strategy games, RTS, and have also studied books on major battles and different formations etc.All of you must have experieced a few good games with good teamwork, I'm really surprised at the level of teamwork in most games, even when in one, when our war factory was gone, I had only vehicle left and no one would steal it, I'd back it into the base get out and we'd all repair it quickly, this went on for like 10 mins, the enemy finally one, but we put up a heel of a fight. Funny.

Subject: Mining Tactics
Posted by Anonymous on Wed, 27 Mar 2002 16:50:00 GMT
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Yes, I agree patroling base with a buggy etc is a big advantage, I love burning around like a mad man jumping out checking a building, then drive to next building etc, and if someone steals it it's like only 300 bucks, give them hell though. Maybe it is a good idea to park a vehicle @ entrance of AGT to block the entrance, but what do you guys think? of coarse you mine area also, but is that a bad idea and why?Heel if I was enemy, I'd just jump in buggy and drive aroung their base raising blody heel.

Subject: Mining Tactics
Posted by Anonymous on Wed, 27 Mar 2002 17:43:00 GMT
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quote:Originally posted by AcidReflux:The game is about winning..not points man. Who cares about the stupid ladder system. I don't. I play to win. So limiting where the enemy can get to is a plus. I get more than enough cash repairing buildings, etc that I don't care about that aspect of disarming a beacon.I feel the same way, I don't care about the ladder system. But, you win with POINTS so 300 points goes a long way. It is much easier to win with that 300 points + the points for killing that guy than just getting the points for killing him.

Subject: Mining Tactics
Posted by Anonymous on Wed, 27 Mar 2002 18:00:00 GMT
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i know this is a post on mines, but i want to mention beacons here too. be careful buying them, they are expensive and give the enemy lots of points if they disarm it. i've never actually got to plant a beacon, but i've bought them a few times and either died in the attempt or the game ended before i got the chance. i was just in a game on under playing nod and for the life of me i can't figure out why we won. there was one attempted rush on our part that failed miserably as they were waiting at the entrance to their base with lots of defense. my best guess is some of their guys wasted money on beacons and died before they could reach the base as they never even got close. no apc rushes or anything. anyway, i was wondering if you get additional points for killing guys that are carrying beacons or only if you defuse it after planting? anyone know??

Subject: Mining Tactics
Posted by Anonymous on Wed, 27 Mar 2002 20:49:00 GMT
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Good question Zuk, I've that happen to, like were ahead by say 1000 points, then time is up and we lose by say 500 points, I'm thinking what happened?

Subject: Mining Tactics
Posted by Anonymous on Thu, 28 Mar 2002 05:53:00 GMT
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If it is the last minute or so of a close game then spend that time getting easy points and not getting killed. Shooting at buildings or harvesters is an easy way to get points. Just don't get killed and give the enemy points. Disarming a guarded beacon requires teamwork. The first guy to the beacon needs to call out the location and kill the guy(s) guarding it. Sometimes you need to kill them and then call the location. Engineers should hall ass to the location.

Subject: Mining Tactics
Posted by Anonymous on Thu, 28 Mar 2002 08:06:00 GMT
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Golden rule for beacon defusing... Kill the man first.If the guy is still alive then you are gonna get killed defusing it. That doesn't help anyone. A good way to kill him is by throwing prox mines at him with your tech. Usually it takes 2 or 3 at the head, and you take some damamge, but then you can work on that beacon in peace.If you are GDI, look carefully around first, he is probably a stealthed black hand you can often see him and mine him while he thinks he is still hidden :*)Have fun------------------------   oleumHorseman of the Apololypse-------------------------

Subject: Mining Tactics
Posted by Anonymous on Thu, 28 Mar 2002 10:59:00 GMT
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And if you are not an engie -0- run on over to protect those brave souls trying to disarm the beacon...And they might just repair you sometime....