Subject: Mine max MUST be Increased!
Posted by Anonymous on Fri, 19 Apr 2002 11:00:00 GMT
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People say this all the time, but its absolutly needed. 60 mines per team would be more than enough! With these superstructures now added, it is completely impossible to disarm a beacon if its set and the person knows how to defend it. Its also imposible to mine all the dorrs of the base to prevent the old technician rush, AND and superstructures to prevent beacon rushes. They absoltuly need to increase the mines. Even if the enemy has a large force of hotwires and choppers, I still defend it easily. There's a spot on the Factory I always place it, and they never find it =P.

Subject: Mine max MUST be Increased!
Posted by Anonymous on Fri, 19 Apr 2002 11:41:00 GMT
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Maybe. I think 40 - 45 would be better.

Subject: Mine max MUST be Increased!
Posted by Anonymous on Fri, 19 Apr 2002 11:48:00 GMT
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No.I worked with this in the beta and I did the mining when I knew we had idiots on the team or people that didn't know how to properly mine.Why in the hell do you need more than 30 mines on City? You don't. The Barracks is covered by the AGT. The AGT needs five mines.The back door of the Weapons Factory needs five mines.That's 10 mines so far.The back entrance of the Refinery needs five mines. That's 15 mines.The two entrances on the PP need mines. That's 25 mines.And last, but not least, the stairway on the PP needs five mines at the front clustered together.There you go, your base is primed and done.On Walls? Just mine the Weapons Factory's stairways. Mine its back entrance.10 mines.Mine the back entrance of the Refinery.15 mines.Mine both entrances of the Power Plant. Mine the stairway.There's 30 mines. You don't need any more.

Subject: Mine max MUST be Increased!
Posted by Anonymous on Fri, 19 Apr 2002 13:11:00 GMT
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quote:Originally posted by Devon:Goddammit ACK, if you ever read other peoples posts before you replied to them you wouldn't be percieved as such an asshole by half the board. I never said that the mines were supposed to stop vehicles. You need to mine the wall facing the Obelisk on the tall building near the Nod base to prevent INFANTRY (as in not vehicles) from evading the Obelisk. As for the mines at HoN, Airstrip and Obelisk, they are supposed to stop Hummrushes - but the mines should be placed behind the doors, of course. I couldn't care less about what happens to the Hummer, it's the infantry inside that worries me. But you still need to mine all those

places.Edit: spelling.[April 19, 2002: Message edited by: Devon]Think about what you're writing before you write it."Five at Airstrip to prevent Hummer from driving behind Hand to get there.Five at Obelisk for the same reason as Airstrip."That sounds like "Put five mines at the Airstrip to blow up the Hummvee and do the same for the Obelisk."Sorry if I mistook you for one of those idiots that places mines in vehicle paths like they will actually do any real damage.

Subject: Mine max MUST be Increased!
Posted by Anonymous on Fri, 19 Apr 2002 13:20:00 GMT
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quote:Originally posted by aircraftkiller2001:Think about what you're writing before you write it."Five at Airstrip to prevent Hummer from driving behind Hand to get there.Five at Obelisk for the same reason as Airstrip."That sounds like "Put five mines at the Airstrip to blow up the Hummvee and do the same for the Obelisk."Sorry if I mistook you for one of those idiots that places mines in vehicle paths like they will actually do any real damage.I disagree with you on this one ACK. On C&C_Hourglass mines just in front of the AGT will kill those nasty rushers. IMO 17 in front of AGT, 7 inside AGT, 2 in tunnel, 4 as remotes for offense. I've been MVP just doing that. And C&C_Under needs some mines in front of the AGT as well, IMO 6 should be enough. On all the other maps proxies against tanks are useless.

Subject: Mine max MUST be Increased!
Posted by Anonymous on Fri, 19 Apr 2002 13:28:00 GMT
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quote:Originally posted by aircraftkiller2001:[QB]You mine the doors. That way, when they run in, they die. They will see mines in front of the MCT and disarm them. That makes them worthless.OMG. THOSE ARE ANTI-PERSONNEL MINES! NOT ANTI-VEHICLE MINES!QB]Well.. technically they are proximity C4..   but anyway..Apparently they don't think about it too much since I usually manage to kill them with C4 placed around the MCT. I think a lot of people don't have the patience to disarm them all and just try to run up and throw C4 onto the MCT. Plus, by the time you've disarmed all of the C4, it's likely that someone would wander in and see you there.The one downside to all of the suggestions to only cover the back entrances is that it's not uncommon for people to run in the front entrance and with a little effort can easily place C4 on the MCT without disturbing the back entrance C4s (if in a building where the MCT is at the back entrance).Now that I think about it, I'd like to have more C4 available so that we could put the proxy ones somewhere other than just at our base for defense. Putting them around the enemy MCTs, for example, is quite fun especially just before attacking that building. Engineers come to repair and boink! Plus, I always put a few on the beacon points in barracks/Hand of Nod to prevent the cheap shot wins. I wish more servers had that option disabled.. it's just boring to me. Both when my team loses to it or wins because of it.[April 19, 2002: Message edited by: kubi0461]

Subject: Mine max MUST be Increased!

Posted by Anonymous on Fri, 19 Apr 2002 15:41:00 GMT
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quote:Originally posted by celica330:People say this all the time, but its absolutly needed. 60 mines per team would be more than enough! With these superstructures now added, it is completely impossible to disarm a beacon if its set and the person knows how to defend it. Its also imposible to mine all the dorrs of the base to prevent the old technician rush, AND and superstructures to prevent beacon rushes. They absoltuly need to increase the mines. Even if the enemy has a large force of hotwires and choppers, I still defend it easily. There's a spot on the Factory I always place it, and they never find it =P.k, if your team sucks that bad, then u need more proxy cause your team cant kill them. like some other guy said on these forums, your base defense starts far out of your base, not in it. so if u cant kill a guy before he gets into your base then its YOUR TEAMS fault. and if they did put more proxy then ppl would just abuse it even more. like on the agt or oblisk ppl play cheap and put like 20 mines just in and around the oblisk/agt. that way its like impossbile to get it. so i like it at 30 mines if not less

Subject: Mine max MUST be Increased!
Posted by Anonymous on Fri, 19 Apr 2002 15:52:00 GMT
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quote:Originally posted by kubi0461:For starters, don't mine the doors.. mine the MCT area. Most anyone going into a building is going after the MCT. [April 19, 2002: Message edited by: kubi0461]Uh-uh. I used to mine the MCT only... until I observed enemy techs simply throwing the c4 on the MCT without getting close enough to det the proxy c4. Now I just mine the doors, except perhaps on pubs where people are morons.

Subject: Mine max MUST be Increased!
Posted by Anonymous on Fri, 19 Apr 2002 19:52:00 GMT
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Well, I brought this up before. The problem is that newbies don't know there is a limit and start throwing prox mines everywhere. The ones that you place with some intelligent go up in smoke and boom, all your buildings become unprotected due to some idiot.What I would like to see is one you reach the limit, that's it. You can't set anymore. If you want to set more, you first have to disarm existing ones. This would help overcome the newbie problem as you could disarm the newbies mines and set your own (and the newbie would give up not being able to set any more mines which would enforce into their pea size brain there is a limit).Also, I agree that timed and trigger C4 shouldn't be counted in the 30 count limit. Maybe have like a separate 10 limit for them (5 for remote, 5 for triggered).

Subject: Mine max MUST be Increased!
Posted by Anonymous on Sat, 20 Apr 2002 00:03:00 GMT
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I think 30 is perfect for mines.HOWEVER, that limit of 30 should not include remote and times C4. I'm not sure if it includes timed, but it definately includes remote C4. I don't think we should have to sacrifice base defense in order to use remote C4s as weapons such as throwing them on vehicles.

Subject: Mine max MUST be Increased!
Posted by Anonymous on Sat, 20 Apr 2002 00:04:00 GMT
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You forgot Nod on City:Five at the tall building to prevent a single infantry from dodging Obelisk.Five at HoN to prevent Hummrush.Five at Airstrip to prevent Hummer from driving behind Hand to get there.Five at Obelisk for the same reason as Airstrip.Ten (2X5) at PP to prevent regular rushes there.That's 30, but you have no defense on the Refinery. There aren't enough mines for Nod on City. Also, since the remotes count towards the mine limit, you can't use all 30.Also, you forgot to mention tunnels on Walls. I have a field day with any base that has an unmined tunnel on Walls. And if you are GDI, just mining two or three buildings is not enough - the stealth+nuke combo can pick any building they want and nuke it without any considerable effort.[April 19, 2002: Message edited by: Devon]

Subject: Mine max MUST be Increased!
Posted by Anonymous on Sat, 20 Apr 2002 00:09:00 GMT
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quote:Originally posted by celica330:[QB] Its also imposible to mine all the dorrs of the base to prevent the old technician rush, AND and superstructures to prevent beacon rushes. QB]For starters, don't mine the doors.. mine the MCT area. Most anyone going into a building is going after the MCT. Mining to defend against beacons is nearly impossible unless you only have a building or two left. I do typically throw a couple mines in the gap between the tiberium building and the silo part since that's a frequent beacon favorite.Speaking of which.. on one map we only had the air strip left and I continually ran around the control tower placing mines as they blew people up (until I died). No one ever made it into that control tower or even managed to get a beacon nearby. 'course they could have just placed a beacon near the air strip part but they destroyed it with artillery and tanks, anyway.[April 19, 2002: Message edited by: kubi0461]

Subject: Mine max MUST be Increased!
Posted by Anonymous on Sat, 20 Apr 2002 00:16:00 GMT
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You mine the doors. That way, when they run in, they die. They will see mines in front of the MCT and disarm them. That makes them worthless.As for what they other guy said: NO. YOU NEVER MINE THE GROUND FOR VEHICLES.OMG. THOSE ARE ANTI-PERSONNEL MINES! NOT ANTI-VEHICLE MINES!This is what you do for Nod on City:Mine the Obelisk with five mines.Mine the back entrance of the Hand of Nod. That's 10 mines.Mine the back entrance of the Refinery. 15 mines.Mine the Power Plant's doors and the ramp.That's 30 mines.On Walls:Mine the back of the

Hand. Mine the Power Plant and the back entrance of the Refinery.That's 25 mines.Mine the Airstrip's doorway. That's 30 mines.You're done.

Subject: Mine max MUST be Increased!
Posted by Anonymous on Sat, 20 Apr 2002 00:59:00 GMT
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quote: OMG. THOSE ARE ANTI-PERSONNEL MINES! NOT ANTI-VEHICLE MINES! Goddammit ACK, if you ever read other peoples posts before you replied to them you wouldn't be percieved as such an asshole by half the board. I never said that the mines were supposed to stop vehicles. You need to mine the wall facing the Obelisk on the tall building near the Nod base to prevent INFANTRY (as in not vehicles) from evading the Obelisk. As for the mines at HoN, Airstrip and Obelisk, they are supposed to stop Hummrushes - but the mines should be placed behind the doors, of course. I couldn't care less about what happens to the Hummer, it's the infantry inside that worries me. But you still need to mine all those places.Edit: spelling.[April 19, 2002: Message edited by: Devon]

Subject: Mine max MUST be Increased!
Posted by Anonymous on Sat, 20 Apr 2002 04:08:00 GMT
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I think they should give the remotes their own limit of 2 for each user. That way we can prevent those ridiculous megabangs of 30 simultanous explosions that reduces FPS to 1.