Subject: ACK or anyone else but preferred ACK
Posted by Anonymous on Fri, 19 Apr 2002 13:32:00 GMT
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Where do mines go? I prefer 6 total for PP 6 for ref. I put 1 at the door on the door jam kinda hidden as it isnt on the ground 1 just a little further inside than that between the door and the mtc but closer toward the door. then there is the 1/2 wall there i put 1 at the corner of that 1/2 way up the wall. Similar for ref 1 in door 1 in fromt of mtc 1 in that small hall between 2 doors and another in the larger area where it is obviously a hit on the person.On agt/ob i usualy go 2 in the door 1 @ mtc and 1 inbetween but usually no more than 4 tops. Brx 2 @ sandbag wall 1 for each door and 2 around mctHON 1 for each door 1 for each path 2 around the mct so 8 there.air stip i go 2 to the door 1 in hall 1 @ mctWar fac 1 per door 1 on the hall 2 mct and 1 between front door and mct.I almost always have extras. and can get close to 10 kills a game if the opposing team is aggressive enough. if they arent to aggressive i can still get 3-5 kills easy. any tips or suggestions i can try a diagram but i think it may suck.
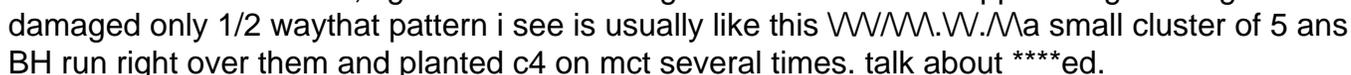
Subject: ACK or anyone else but preferred ACK
Posted by Anonymous on Fri, 19 Apr 2002 13:40:00 GMT
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I think perhaps those might be spread too thin in some areas. Would have to actually see it though. If the doors are the only way in, I'd think that 5 on each door would be more effective at making sure anything that walks in will die.Not to contradict my previous posts.. I never said that covering the doors was bad. I just prefer covering the MCT areas and it seems to work well for me so far. The doors are definately better but also use more.

Subject: ACK or anyone else but preferred ACK
Posted by Anonymous on Fri, 19 Apr 2002 13:47:00 GMT
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I dont like to use more than 3 on a path except the HON. but if i keep getting heavy traffic i will. and as far as 5 to a door, i grimace at the thought. I have seen a few ppl run right though it and damaged only 1/2 waythat pattern i see is usually like this \/\/\/\/\/\/\.\/\/.\/\/\a small cluster of 5 ans BH run right over them and planted c4 on mct several times. talk about ****ed.

Subject: ACK or anyone else but preferred ACK
Posted by Anonymous on Fri, 19 Apr 2002 14:28:00 GMT
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I stick 4 in each doorway, 2 on each side sides(1 on the floor to if you feel the need), 1 about head level and one about neck level on each side. Garenteed to kill an intruder and also you can't jump to avoid damage as you can when mines are on floor. Also its very hard to target and disarm mines that are stuck to the side walls of a door.

Subject: ACK or anyone else but preferred ACK
Posted by Anonymous on Fri, 19 Apr 2002 14:32:00 GMT
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You're right, 5 to a door is way too many. I prefer 2 to a door, then I buy a Nod/Gdi Officer or Mendoza/Mobius if I have the cash. Then I just wait for my prey...

Subject: ACK or anyone else but preferred ACK
Posted by Anonymous on Fri, 19 Apr 2002 14:39:00 GMT
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I like the idea of the mines head level or neck level. that makes more sense. and i used to do this to a point but i only placed 2 in the door. not 4. i will prob go back to 2 and cut back on the extra 1 i used 1/2 to the mct. BTW gg with you AZ

Subject: ACK or anyone else but preferred ACK
Posted by Anonymous on Fri, 19 Apr 2002 14:45:00 GMT
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I use 6 on each door on the critical buildings, but well spread out. That will stop two people, which means any single vehicle rush except APC automatically fails. On maps where mines are needed on too many places, five or four on the important places, always well spread out. Three isn't enough - they can just run straight through that and still live.As for mining around the MCT - don't. Especially not in HoN/Powerplant. You need so many mines to cover the MCT in those buildings that you can get the same effect (or better) with fewer mines around the doors. Everytime I see someone mined around the MCT in a building (or sometimes even ON the MCT... lol, morons) I just stand a few meters away and throw my C4 on my target. Also, if I'm unseen, I've got plenty of time to disarm the C4 since I'm inside the building - that doesn't work with C4 at doorways.[April 19, 2002: Message edited by: Devon]

Subject: ACK or anyone else but preferred ACK
Posted by Anonymous on Fri, 19 Apr 2002 14:46:00 GMT
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___Kinda crapoy Illustration but close[ April 19, 2002: Message edited by: swatcmndr ]
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Subject: ACK or anyone else but preferred ACK
Posted by Anonymous on Fri, 19 Apr 2002 15:00:00 GMT

Hi guys, I'm on the GDI side and need your help again... I'm now in the mission where I'm in the Science Lab and need to protect Dr Mobius. I'm now on my way to the exit, and after going to the ground floor through the lift, Dr Mobius runs straight towards the exit. The problem is that there are loads of soldiers and I get killed very quickly. Can someone help? Thanks.

Subject: ACK or anyone else but preferred ACK
Posted by Anonymous on Fri, 19 Apr 2002 15:09:00 GMT

ok first off u have less post than me (haha!)   anyway... u gotta keep infront of him and get ur auto lazer thing gun outits very effecticive... when i first played that mission, i thought mobius was a templar

Subject: ACK or anyone else but preferred ACK
Posted by Anonymous on Fri, 19 Apr 2002 15:11:00 GMT

I place five mines right inside the doorway.You have no chance to escape. If they are all clustered together and you run over just one, they all blow and you die.You won't be jumping either in a split second. Just ain't gonna happen.Don't put six, because (I believe) it takes three to kill a grunt level soldier, four to kill the in-between soldiers, and five to kill the high class soldiers.I always put five down and no one escapes mine.[April 19, 2002: Message edited by: aircraftkiller2001]

Subject: ACK or anyone else but preferred ACK
Posted by Anonymous on Fri, 19 Apr 2002 15:15:00 GMT

Thanks cliff, but Dr Mobius ran straight out once we arrived the ground floor from the lift. I tried to chase after him but no use. I really hate those NOD forces now!!!

Subject: ACK or anyone else but preferred ACK
Posted by Anonymous on Fri, 19 Apr 2002 15:19:00 GMT

haha anyway... after u get to the top, i thought that gunner was a mutant i dont know why tho, but i almost killed him, maybye it was lack of oxegin..

Subject: ACK or anyone else but preferred ACK

Posted by Anonymous on Fri, 19 Apr 2002 15:21:00 GMT
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Can you take a SS of how you place them or something bc i have seen BH stealth make it past 5. not my 5 but some one elses. and i have been successful with 3 on most occasions. even with mult engi coming at the same time when they all enter or try to at the same time.

Subject: ACK or anyone else but preferred ACK
Posted by Anonymous on Fri, 19 Apr 2002 15:27:00 GMT
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Alright, this is what you do:First thing, whip out your rocket launcher and blow up the sentry gun. Then a bunch of guys will swarm Dr. Mobius. Take out your flamethrower and aim at the templars. About 5 seconds after you engage the battle, a stealth soldier will start shooting you from behing. Take him out and resume your job. Try running circles around mobius and the mutants that are point-blank. The flamethrower makes the mutants stop and bend over so make sure all the mutants get some.

Subject: ACK or anyone else but preferred ACK
Posted by Anonymous on Fri, 19 Apr 2002 20:23:00 GMT
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just dont hit mobuis you deal more damage to him then teh nod forces do. as long as he is alive and all teh eneimes are killed u have back it to then end (yes even if his health bar is all black just go slow and use sniper.!!!!!

Subject: ACK or anyone else but preferred ACK
Posted by Anonymous on Fri, 19 Apr 2002 20:28:00 GMT
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How about a SS ACK?

Subject: ACK or anyone else but preferred ACK
Posted by Anonymous on Sat, 20 Apr 2002 02:19:00 GMT
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Use weapons which make the enemy pause, and whip it across lines of them. Try to keep as many screaming about the fire as possible.

Subject: ACK or anyone else but preferred ACK

Posted by Anonymous on Sat, 20 Apr 2002 14:14:00 GMT
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Thanks guys but I still can't get through... I get killed very quickly. I tried to run to the far side and then kill them but still no luck. Any more advice please???

Subject: ACK or anyone else but preferred ACK
Posted by Anonymous on Sat, 20 Apr 2002 14:22:00 GMT
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It took me at least 10 trys...K, I went back behind the elevator and killed the stealths back there, then I used the laser chain gun to kill the rest of the Mutants...

Subject: ACK or anyone else but preferred ACK
Posted by Anonymous on Sat, 20 Apr 2002 15:38:00 GMT
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Thanks guys! I can't remember how I did it, but I just got through and done. If you ask me to try that mission again, then I probably lying dead on the floor again and it will be pretty **** quick!

Subject: ACK or anyone else but preferred ACK
Posted by Anonymous on Sat, 20 Apr 2002 15:40:00 GMT
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Hey I didn't use those **** in my last post!!!