Subject: On Mines - The Proper Frigging Use Of
Posted by Anonymous on Mon, 27 May 2002 22:40:00 GMT
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I was just playing a game on devshse it usally has some pretty good players but most of the people sucked hind tit. Any way people need to learn to place minds at the entrances to your base not the entrances to buildings a nuke can be places just as easaly outside a building as in it and haveing less places with mines makes them easier to moniter so you can replinsh them easier and stealth black hands will not find it so easy to plant beacons in all those nifty hard to reach places we all know and love.I will be posting this in the general forum as well.thanks for listening to the rant

Subject: On Mines - The Proper Frigging Use Of
Posted by Anonymous on Tue, 28 May 2002 05:59:00 GMT
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Proxing inside building entrances is essential to thwart rushers. Still a bunch of well placed proxes on possible beacon spots is common practice aswell.

Subject: On Mines - The Proper Frigging Use Of
Posted by Anonymous on Tue, 28 May 2002 19:07:00 GMT
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Remembering the 30 mine limit, including c4, there's not enough to go around. Mining the "entrances" to the base is usually futile. Chances are the mines will either be noticed and avoided, or placed in the wrong locations. Mines are also best used (IMHO) for anti-personnel than -vehicle.Beacon placers tend to prefer the backside of buildings (eg the PP in city) or inside structures. That way they have at least some cover/protection than if they were outside. Also, vehicle/engineer rushes will inevitably end at a building door, and they all pile in, so well-placed mines inside doors will do the business. Not kill all maybe, but damage/scare 'em Once the beacon is placed, and the whole world is warned, it's far easier to cower inside a structure than in the open, as you tend to become a lead magnet There's no hard and fast, but times when either method is needed.

Subject: On Mines - The Proper Frigging Use Of
Posted by Anonymous on Tue, 28 May 2002 21:43:00 GMT
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quote:Originally posted by Chronigan: but most of the people sucked hind tit. Any way people need to learn to place minds at the entrances to your base not the entrances to buildings a nuke can be places just as easaly outside a building as in it and haveing less places with mines makes them easier to moniter so you can replinsh them easier and stealth black hands will not find it so easy to plant LOL at the 12 year old bad spelling n00b.. Funny, just mine the base entrances.. Good stuff..

Subject: On Mines - The Proper Frigging Use Of
Posted by Anonymous on Wed, 29 May 2002 07:00:00 GMT
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quote:Originally posted by Squiddley:Remembering the 30 mine limit, including c4, there's not enough to go around. Mining the "entrances" to the base is usually futile. Chances are the mines will either be noticed and avoided, or placed in the wrong locations. Mines are also best used (IMHO) for anti-personnel than -vehicle.Beacon placers tend to prefer the backside of buildings (eg the PP in city) or inside structures. That way they have at least some cover/protection than if they were outside. Also, vehicle/engineer rushes will inevitably end at a building door, and they all pile in, so well-placed mines inside doors will do the business. Not kill all maybe, but damage/scare 'em   Once the beacon is placed, and the whole world is warned, it's far easier to cower inside a structure than in the open, as you tend to become a lead magnet   There's no hard and fast, but times when either method is needed.You have point. People often forget about those beacon spots.

Subject: On Mines - The Proper Frigging Use Of
Posted by Anonymous on Wed, 29 May 2002 13:32:00 GMT
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I prefer a good outside spot. I'll plant it then back up a distance and wait for engies. Or even better have a friend previously placed out there with a sniper. I sniped for a friendly beacon-stealth (after saving his @$$) and racked up a nice amount of kills.If it's a small map go ahead and mine the one small entrance and the tunnel. If it's a bigger map there's not nearly enough mines.

Subject: On Mines - The Proper Frigging Use Of
Posted by Anonymous on Wed, 29 May 2002 14:02:00 GMT
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quote:Originally posted by AzWhoopin:LOL at the 12 year old bad spelling n00b.. Funny, just mine the base entrances.. Good stuff..And you say I shouldn't mention your mistakes...

Subject: On Mines - The Proper Frigging Use Of
Posted by Anonymous on Wed, 29 May 2002 14:04:00 GMT
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quote:Originally posted by Chronigan:people need to learn to place minds at the entrances to your base not the entrances to buildings a nuke can be places just as easaly outside a building as in it and haveing less places with mines makes them easier to moniter so you can replinsh them easier and stealth black hands will not find it so easy to plant beacons in all those nifty hard to reach places we all know and love.LMAO!! that is the most ridiculous thing I've read here in a while. You also may want to work on your sentence structure.You can't just keep typing along like this jumping from idea to idea without using any punctuation because people have a hard time figuring out what you're even talking about and it also makes it hard to read in one breath since

there are no pauses noted by punctuation just like this mass of rambling nonsense I have just typed here maybe you should ask your teacher for a refresher course in punctuation.   [May 29, 2002: Message edited by: rogueranger]