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Subject: Mining question

Posted by [Anonymous](#) on Sun, 27 Oct 2002 10:25:00 GMT

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While defending a GDI base today I entered the Barracks to refill and I noticed someone had placed 8 or so mines neatly arranged around the end game spot (what's it called?), but none at the entrance or MCT. I think this isn't very effective, cause any intruder can just walk past the mines and blast the MCT away and very few people plant end game beacons anyway. What do you folks think about this "tastic" (sorry... I couldn't resist... )?

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