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Subject: New Mining tactis(always works)

Posted by [Anonymous](#) on Tue, 11 Jun 2002 11:03:00 GMT

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See, I disagree with mining tunnels or entrances (except in the instances I mentioned in my above post). It does no good IMO because the area to mine is usually too wide or too traveled to mine properly. I think that if your team doesn't know well enough to retain some base defense (even just one vehicle or a couple hotwires/techs), or rush back to the base no matter what when one is planted, you deserve to get nuked or beacons. There's too many places to protect from a nuke or beacon to mine them. Mines work best inside buildings or on ramps.

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