NOOB MINE STORY!Ok, I was just in a game that was lost-that's right-because of dumb use of mines. Some n00b though theat it was best to mine the tunnels(6 apiece, 2 tunnels) and for some dumb reason, they put TEN on the beacon pad. WHenever someone would place them where they needed to be(erasing the n00b's mines), he would RE-place them. As if the entire enemy team is going to concentrate on the pad? Maybe one on the pad, but not 10...So the rest follows that while I and another player were bombing the Nod PP(and having good sucess: it was almost dead), We hear this: "GDI Tiberium refinery, unde...GDI Tiberium Refinery Destroyed"Well gee, isn't it great that the mines were where they needed to be?   Of course, about then, a second message: "GDI Power Plant, Destroyed". SO I start pulling back my MRLS to see what's what, it gets blown to hell by a Nod guy. I run back to base, barely alive, seeing tons of mines in the tunnels, a few scattered in the main base area, and a big wad on the pedestal. Someone(and rather obviously) says "WHAT NOOB IS MINING?!".So the next attack comes, and I see this hotwire running around the barracks, planting mines all over. We hear "Nuclear strike beacon Deployed", and run to search for it. It's in the WepFac, and well hidden. Boom. Nice to have some mines in there! "GDI Weapons Factory, Destroyed" An apache, a flame tank, and an engineer skillfully, and mine-free, blow the AGT to smithereens.In a twist of final irony, the last blow came in the form of a nuke beacon-placed on the roof a few meters above the well-mined pedestal.Just an example-DO NOT BE LIKE THIS GUY!