
Subject: Mine max MUST be Increased!

Posted by [Anonymous](#) on Sat, 20 Apr 2002 00:09:00 GMT

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quote:Originally posted by celica330:[QB] Its also imposible to mine all the dorrs of the base to prevent the old technician rush, AND and superstructures to prevent beacon rushes. QB]For starters, don't mine the doors.. mine the MCT area. Most anyone going into a building is going after the MCT. Mining to defend against beacons is nearly impossible unless you only have a building or two left. I do typically throw a couple mines in the gap between the tiberium building and the silo part since that's a frequent beacon favorite.Speaking of which.. on one map we only had the air strip left and I continually ran around the control tower placing mines as they blew people up (until I died). No one ever made it into that control tower or even managed to get a beacon nearby. 'course they could have just placed a beacon near the air strip part but they destroyed it with artillery and tanks, anyway.[April 19, 2002: Message edited by: kubi0461]
