
Subject: Mine max MUST be Increased!

Posted by [Anonymous](#) on Sat, 20 Apr 2002 00:04:00 GMT

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You forgot Nod on City:Five at the tall building to prevent a single infantry from dodging Obelisk.Five at HoN to prevent Hummrush.Five at Airstrip to prevent Hummer from driving behind Hand to get there.Five at Obelisk for the same reason as Airstrip.Ten (2X5) at PP to prevent regular rushes there.That's 30, but you have no defense on the Refinery. There aren't enough mines for Nod on City. Also, since the remotes count towards the mine limit, you can't use all 30.Also, you forgot to mention tunnels on Walls. I have a field day with any base that has an unmined tunnel on Walls. And if you are GDI, just mining two or three buildings is not enough - the stealth+nuke combo can pick any building they want and nuke it without any considerable effort.[
April 19, 2002: Message edited by: Devon]
