
Subject: Mine Matters

Posted by [newcmd001](#) on Wed, 15 Dec 2004 18:19:38 GMT

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I saw a dispute while playing on WOL so I guess I'll put this "tactical scenario" up for you guys to provide input.

In any, it is obvious that you'll need to prevent your opponents from sneaking in with APCs and f*cking off your buildings. One of your defenses are proximity C4s or mines. Now, there are two ways of mining.

[list]1. Mine buildings - Pretty straightforward. You mine the doors of the buildings. This prevents those pesky techs from blowing your structures from the MCT by C4'ing it. This is of course, normally used in maps with defenses. But if you play in maps without AGTs and Obelisks I see that many hotties and techs consider another option.[/list:u]

[list]2. Mine Tunnels - Tunnels. Entrances. Whatever. You mine the entrances to your base which might include tunnels and all that. This effectively prevents your opponents from getting even near the buildings. An effective way to prevent Ions or Nukes outside buildings, but weak against APC.[/list:u]

The problem is, due to mine limits, normally you can't do both. Once, I was playing on C&C_Islands.mix and two hotwires (I was on GDI) were arguing on whether to mine buildings or tunnels. They both had a point. Mine buildings and risk the buildings getting nuked from the SBHs, one said. Mine tunnels and let the APCs waltz in with C4s, another said.

Let's consider you're either GDI or Nod playing on Islands, and it was the beginning of the game (i.e. no buildings destroyed and no idea what the enemy is up to), and you were the only hotwire/technician and were given order to mine fast.

My question is, considering the pros and cons, how would you mine in this map (Islands) and other non-AGT&Obelisk maps?
