

---

Subject: Mine Matters

Posted by [SuperTech](#) on Sat, 18 Dec 2004 01:43:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The short answer: it depends.

For the GDI side on Islands mining the tunnels is really dumb. There's no way of mining the front of the base and the tunnels to keep SBHs out. A SBH is going to go for the path of "least mines" so you may hit him with 1 or 2 prox mines, but he'll make it through cloaked. On the other hand: you can properly mine all GDI buildings so the SBHs cannot nuke inside the buildings. This greatly reduces their effectiveness as you can drive from building to building to find and disarm the nukes relatively quickly.

For NOD's side on Islands: I usually do the tunnels. This protects both the airstrip and the hand since they are right on top of the tunnels. And then maybe the back of the Refinery to thwart APC rushes.

For walls: I mine the ref, wf and pp ramps. SBHs love to nuke from the top of the buildings. Again, mining tunnels entrances doesn't make sense. As an SBH I can easily run the mines and take some damage. But I don't want to set a nuke on the bottom of a building!

---