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Subject: Mine Matters

Posted by [flyingfox](#) on Thu, 31 Mar 2005 16:01:19 GMT

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It's actually easy to defend walls fly from stealth...or anything for that matter. Place mines in a line at the front, in such a way that you use minimal mines but no passage can be gotten through without hitting at least one mine. Mine the tunnel like a bitch and have a mobius guard it.

Then, have you and another character stand at either side of the entrance (inner side), with third person on in such a way that nobody can see you from the entrance way, anyone tripping the mines can be attacked and you can also catch SBH running in from the corners as you will be right there to stop them. Also have a few PICs on guard atop the entrance fortress to fend off aircraft and ground vehicles. Have a few havocs up there, too, to attack distant artillery.

Trust me, with this defense it'll take an organised team and many tanks to bypass it (provided you keep remining areas that have been tripped etc).

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