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Subject: Mine Matters

Posted by [splnwezel](#) on Tue, 05 Apr 2005 06:10:39 GMT

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I have a question for Hourglass.

As GDI: I usually mine the AGT with the customary 6 mines... and then 6 mines for the refinery and WF each, or 12 mines for the PP. I find that if I can't block the other team, I can at least divert them to the side where my buildings are mined. With the twelve mines I have left in the limit, you can either lay remote c4s in a line by the AGT, or lay prox mines if I decide I'd rather be in a tank than defending (which is the case more often than not), and then I know I can divert/block enemy vehicles. With AGT/PP down, I usually just overload with prox mines in the front by the AGT to keep sbhs out.

As Nod: Mine the Ob, Airstrip with 7 mines each, the Hand (front and back) with 14. If GDI can manage to get an APC as far back as the PP or Ref, you deserve to lose them anyway.

Any suggestions for improvement?

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