
Subject: Mine Matters

Posted by [Sniper_De7](#) on Mon, 02 May 2005 23:01:36 GMT

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

Well assuming that they rushed with 4 people it would be quite hard to stop them if they entered first (5/8 remotes have to land, 6 if you repair a little after one remote goes off) So basically if you're not in the building before they are then you're fucked. Proxies at least can help stop or injure them. But even then it's easily taken care of. The *real* way of stopping any apc rush is to stop them from getting there... Beyond that mining really doesn't do a whole lot. On rushing maps mining can delay techs to killing a base.. it also helps prevent SBH nukes. If an apc rushes an obelisk and even if it is mined most likely they'll get it (unless the people who rushed were stupid). the remotes on the MCT'll kill anyone who switches from a character to tech and so you're pretty much faced to going after people first before you disarm it and that's hard to do on your own considering they can just run around the ob and return to whenever they think you're going to disarm the mines. rather the key isn't to mining but preventing, it only helps a bit to mine
