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Subject: Re: Mining walls\_flying

Posted by [mision08](#) on Sun, 21 May 2006 18:55:44 GMT

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I like to toss 1 on the ramp to the roof of weapons factory, for obvious reasons. Mine the tunnel with 6 and scatter another 14 or so across the main entrance to keep SBH out. Then, I position myself against the main wall so I can catch any mine jumpers and also hear a repair gun in the tunnel. Like you said though, It is far from secure. I only hope that nod is full of n00bs that refuse to buy a vehicle and are to stupid to hop the mines in a group. This only works if you are willing to defend the whole game. Even then it's subject to fail. The roof of the factory is by far the hardest to cover. So, if I do face a bull rush that result in multiple nukes, I will defend the barracks first. I have won and lost many games at walls where GDI wins on points, with only the barracks. Meanwhile, Nod has their whole base and a surplus of n00bs. If nod takes out 3 buildings with nukes, It doesn't mean you can take out the last one with a nuke.

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