Subject: Re: Mining walls_flying
Posted by Goztow on Mon, 22 May 2006 13:23:00 GMT

I usually mine the
warf ramp = 5,
barracks (the doors) = 10,
pp = 10

and well, depends a bit then . Or you leave it that way and the weak point is the refinery (because of the backdoor), or you put 4 down the refinery but then when someone uses remotes, the warf ramp will dissapear partly.

It is a hard map to mine indeed. The front door of ref and warf is no problem, you should see them walk in there (well, sbh's not but ok...). Do not mine the base entrance: they'll just pass through the tunnels anyway, you'll never stop anyone there.

It's easier for Nod: just mine hon backdoor, ref backdoor and pp .