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Subject: Re: Mining walls\_flying  
Posted by [w0dka](#) on Mon, 22 May 2006 14:05:11 GMT  
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ripred999 wrote on Mon, 22 May 2006 08:46i think you should only mine the entrances and the most important buildings, but after that be a hottie in an orca or apc and patrol base for nukes, stanks, sbh's, and just protect the base.

there is only a little problem..if i for example plant a nuke with my Bh what you want to do? leave your APC/orca and disarm it....cool i can now killyou and defend the beacon with a Apc/Orca

But a watching orca is a good idea...he can easiely detect stanks and kill everything that turns visible....until GDI gets a Havoc on the Mesa....

@Goztow

That means GDI give up the Reff.... so they have to end this game quickly...but anyway you need one teammate defending the Base...(or 2...one orca, one hottie) but then the attackforces are weakend in small games (like clanwars) and i would say if you dont end a Walls-game quickly you lose as GDI...if they get enough credits to bring in 4 SBH's with nukes its over.... you lose at least one or two buildings...

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