
Subject: Re: Mining walls_flying
Posted by [Spoony](#) on Sat, 27 May 2006 17:10:45 GMT
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Best way to mine on Walls Flying

GDI: plenty of mines at the TOP of the two tunnel entrances, and a thin line at the main gate. The tunnel entrances prevent any tunnel access, and putting them at the top of the ramps means anyone can see them being disarmed. The line at the gate alerts you to SBH. If mines are laid like that, it only takes one person on defence to completely cover the base against technicians and SBH nukers - the only exception being an SBH wallhop.

Nod: see above but the thin line at the gate is unnecessary.
