
Subject: Saving Credits! and destroying a Medium Tank
Posted by [Nukelt15](#) on Mon, 03 May 2004 19:45:35 GMT

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

I've almost given up on mining in my base anyway, since nobody really gets stopped by mines anymore- and anyone who does is usually not bright enough to do any damage anyway. Whenever I use a tech/hotwire, I'm too busy running around repairing stuff to lay mines(building under attack, tank back from a battle, infantry, turrets, etc). They're more of an early warning system now than they ever were a defensive weapon; they make a nice big boom you can hear across the base, but will almost never get a kill.

This could be pulled off on maps with few entrances and defenses that can cover all the entrances(Hourglass, Under, Field) Where at least one or two buildings are not likely to be hit by an APC rush. Then you could easily spare the mines that would have been used on that building and apply them to a tactic like this.
