
Subject: Saving Credits! and destroying a Medium Tank
Posted by [SuperTech](#) on Tue, 04 May 2004 02:33:15 GMT

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Nukelt15I'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 youn can hear across the base, but will almost never get a kill.

I find just the opposite. People get bored and try new nuking tactics and having a good prox pattern in base is key to defending against this. If you don't mine on Islands as GDI you can pretty much bend over and kiss your arse goodbye. Same goes for Field.
