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Subject: Mining

Posted by [Ansley182](#) on Sat, 06 Dec 2003 16:06:59 GMT

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On boards field and under, I was catching hell for mining the agt/ob and the tunnels into the base. I thought it better to mine the tunnels into the base, (esp. if gdi to prevent sbh sneaking in) rather than mining all the doorways on these boards. Protecting tunnels and up-front buildings appears more beneficial since deep threats into base appear few and far between on these levels. Is this poor strategy?

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Subject: Mining

Posted by [Homey](#) on Sat, 06 Dec 2003 16:36:39 GMT

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If its a 20+ player its just fine.

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Subject: Mining

Posted by [azngqboy](#) on Sun, 07 Dec 2003 05:01:44 GMT

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it all depends on the situation, i say in a massive 20 game, tunnel is way better, but in small games, to many infantry c4 rushes, in base is better, also spread the mines, better chance for splash, and so the mines font all blow up (and not all hit)

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Subject: no-it-all-noobs

Posted by [furyman77](#) on Mon, 05 Jan 2004 04:28:35 GMT

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I absolutely hate it when other people question my tactics. Of course everybody has a different opinion. But the way I see it, is if nobody helps you, nobody has the right to complain. unless it is toatally noobish) any way, if it accomplishes its objective, then why complain.

However, I was really pissed off when I was team kicked for releasing the harvester from being blocked in C&C Under. Nod had huge advantage there.

team mates said it gave nod points, but the gdi harvester has to be guarded like everything! GET REAL!!

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Subject: Mining

Posted by [azngqboy](#) on Fri, 09 Jan 2004 05:28:53 GMT

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then there are servers which ban Harvy blocking for some reasons, also good players will use the harvy to get out and kick some ass (GDI, Field, i took the field from 3 arty's 2 STanks and 1 500

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sniper by sneaking them behind the Harvy, arty died, stanks had bad drivers (some what high ping [300+] so ya) and the sniper vs tank .. ya) so i totally agree!

Also i dont believe nod has ANY advatage in under, GDI does, you have a closed off base, infantry can't sneak past base defenses as GDI can int he map, Air Strip is vary exposed, its all depends on the first tank battle, and GDI losses only cause of lack of Engy's and meds, light tanks are no match. ppl say field is a nod map, not when im in the game, i almost always win the Field by force, by first gunning down any infantry (i do believe i am god with a riffle) and then hold off lgiht tanks and ARty's by hiding behind hills while shotting, while they shot the hill, never fails, then wehn i die, Tank push back to NOD base, always works .. oh well, once again, its an opionion, and a vary crappy one, but it works for me.

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