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Subject: Mine Matters

Posted by [newcmd001](#) on Thu, 23 Dec 2004 08:53:22 GMT

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Spoony

City Flying

GDI: both power doors, back of ref, back of WF, AGT

Nod: both power doors, back of ref, airstrip, Ob. Waste of time mining the Hand

I've seen people leaving Hand of Nod (HoN) unmined at the start of the game, and a humm-vee packed with a hotwire or two marched in and blew it up. (I've actually succeeded in killing an unmined HoN...) Many we should mine this instead of the strip? Because I hardly see APC coming to strip. Anyway, airstrip is relatively easier to defend in my experience... Comments?

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