
Subject: Re: Mining walls_flying
Posted by [w0dka](#) on Mon, 22 May 2006 07:23:05 GMT
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mision08 wrote on Sun, 21 May 2006 13:55 I like to toss 1 on the ramp to the roof of weapons factory, for obvious reasons. Mine the tunnel with 6 and scatter another 14 or so across the main entrance to keep SBH out. Then, I position myself against the main wall so I can catch any mine jumpers and also hear a repair gun in the tunnel. Like you said though, It is far from secure. I only hope that nod is full of n00bs that refuse to buy a vehicle and are too stupid to hop the mines in a group. This only works if you are willing to defend the whole game. Even then it's subject to fail. The roof of the factory is by far the hardest to cover. So, if I do face a bull rush that results in multiple nukes, I will defend the barracks first. I have won and lost many games at walls where GDI wins on points, with only the barracks. Meanwhile, Nod has their whole base and a surplus of n00bs. If nod takes out 3 buildings with nukes, It doesn't mean you can take out the last one with a nuke.

Yes.... weakness are apcs that run over the mines (especially multiple APC's)

It's not that boring to defend on Walls ... I usually pic a PIC (uhm funny PIC A PIC, should be a registered trademark) and blast apaches, apc's and everything else to oblivion...if necessary changing to a hottie is another option... but don't try to fight with a hottie against a SBH... you only win if he thinks you can't see him and fires just for fun on his head