
Subject: Re: first of many tactical points...
Posted by [futura83](#) on Sat, 02 Jun 2007 10:10:49 GMT
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gamemodding wrote on Sat, 02 June 2007 11:00Don't mine like:
[index.php?t=getfile&id=3453&private=0](#)
Doing that is n00by and worth nothing as you can wall hug and explode all of them, then enter the building.

Mine like:
[index.php?t=getfile&id=3454&private=0](#)
This is good, and will be sure to work.

Also, on the first one they will most likely be detonated by a vehicle...
