
Subject: Re: Should we fix jumping on Barracks on Canyon?

Posted by [Deathgod](#) on Sat, 10 Jul 2004 05:48:51 GMT

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ghostSWTMining? I have to waist mines on back of bar? There is a tunnel, 3 buldings and main entrance that has to be protected from sbh. So i have to mine the front AND back of bar + 4 more doors. @ 5 mines per door.... that won't even kill a sbh (walking slow) plus that leavs the tunnel wide open 4 nod to come threw....

Mining tunnels is a waste of time on that map; people are going to get into your base no matter how many mines you throw in there. There are simply not enough mines to effectively cover both the vehicle exit point and the infantry tunnel, not to mention that mines in the tunnel are easy to disarm and give 30 points a pop.
