
Subject: Mine Matters

Posted by [Spoony_old](#) on Sat, 18 Dec 2004 16:10:58 GMT

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It really depends on the size of the game... but here's a general guideline

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

Walls Flying

GDI: tunnel entrances at the TOP of the ramps, this way you can see infiltrators disarming them.

Also scatter a thin line at the front gate as a SBH warning system

Nod: tunnel entrances (see GDI)

Field

GDI: AGT, back of ref/barracks to prevent nukes, put the rest between the AGT and the base entrance

Nod: ob, hand, ref, air

Under

GDI: AGT, put the rest between AGT and base entrance

Nod: ob, back tunnel near the powerplant

Complex

not much point mining

Volcano

tunnel entrances

Islands

GDI: lots at the tunnel, a thin line at the water fjord thingy as a SBH warning system

Nod: lots at the tunnel

Canyon

GDI: lots at the tunnel, a few at the tank entrance

Nod: lots at the tunnel

Mesa

GDI: AGT, if wallhop is allowed back of ref as well

Nod: powerplant, air, ob, back of Hand

Hourglass

GDI: AGT

Nod: Ob
