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Subject: Mine Matters

Posted by [Deathgod](#) on Sun, 02 Jan 2005 08:56:19 GMT

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newcmd001Spoony

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?

The Hand is disproportionately hard to defend on City, flying or ground (ground you need to still cover the front doors because they're easily reached, but it's not as bad as flying). Much of this problem stems from the fact that the obelisk has a tough time hitting people driving/walking in on the Hand side of the map. If people mine just the back, you can still jump in the window or walk in the front door with ease. It's different with the Ob/Strip because there's only one entrance so you're not using 3x as many mines as you should be to cover it. It is better to guard the building yourself than it is to waste the mines which could be better used elsewhere... this prevents people like me from walking to your base with a grenadier at the start of the game and killing the Hand.

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