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Subject: New Mining tactis(always works)

Posted by [Anonymous](#) on Sun, 09 Jun 2002 10:50:00 GMT

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Even though it was the first map ever released, Under is still tricky sometimes. I remember on the demo how everyone kept mining the tunnels on Under to stop infantry - until someone found out that you could reach buildings with a good apc rush...GDI is especially vunerable, cause you can sneak an apc past with a flame rush all the way to the pp. At the very least, I place 6 in the Power Plant on Under. Then a majority will go to the agt, and the rest to the other buildings as seen fit.

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