People don't really know how important this is - last night I was able to take down the Ref AND the barracks due to a stupid team.The barracks beacon got me killed (but it succeeded nonetheless), but I was perfectly content with letting a Patch shoot me after I planted it, as it means he's not telling people where to look, and he's not buying a hotwire to disarm it. If it goes off, I get massive points AND my credits back and he just gets about 50 points for waxing a stealth soldier.Complex I can't STAND, though. ESPECIALLY when there are starting credits. People don't seem to want to assume that most likely a tech raid is coming through the main tunnel seconds afterwards.
Also I don't see why people will plant mines deep back in the tunnel in Complex - if you plant them right at the opening (but not in a clump) the invading force has to disarm them within plain view of infantry. If you plant them in the areas where the enemy is most likely to make footfall - to hit HON, Ref, or airstrip, it'll be much more effective, lethal, and less taxing on your mine total than placing a clump of 15 in no particular pattern that one basic infantry could clear by taking one for the team.Secondly, I ALWAYS announce when I hit 800 credits when I'm playing GDI on any map, because it kinda forces intelligent people to prepare mentally for a flame rush - even though most Noddies buy the useless artillery (useless on any map other than City) to wax harvesters. Plus, I always hit 800 early because of picking up crates and the massive amount of inf. kills I get since I'm good at getting headshots.