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Subject: Mining Tactics

Posted by [Anonymous](#) on Wed, 27 Mar 2002 18:00:00 GMT

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i know this is a post on mines, but i want to mention beacons here too. be careful buying them, they are expensive and give the enemy lots of points if they disarm it. i've never actually got to plant a beacon, but i've bought them a few times and either died in the attempt or the game ended before i got the chance. i was just in a game on under playing nod and for the life of me i can't figure out why we won. there was one attempted rush on our part that failed miserably as they were waiting at the entrance to their base with lots of defense. my best guess is some of their guys wasted money on beacons and died before they could reach the base as they never even got close. no apc rushes or anything. anyway, i was wondering if you get additional points for killing guys that are carrying beacons or only if you defuse it after planting? anyone know??

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