
Subject: Mining walls_flying

Posted by [w0dka](#) on Sun, 21 May 2006 09:09:11 GMT

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Yesterday i play on maps_flying, everytime first unit i buy is my fellow tech/hottie... so i start mining. But it seems to be a "little"problem to keep the GDI-base safe from SBH, Techs and other infantry in APC's Stanks and whatever...

(I play on TheKoss2 Server.... so there are not that much noobs out there...so dont expect that leaving one place unmined the enemy wouldn't recognize)

My problem:

- 4 Buildings, no Basedefence, 30 mines limit (so real limit 25 cause of remoterushs)
- every GDI building use two entrances (ok...AGT) and have ramps to the roof

So how the fuck i should mine this base?

- leave some entrances unmined? (like the frontentrance of the WF)
- only one-two mines on every spot? (so engis, hotties and every unit can pass it alive, but with a little lose of health)
- only mine "important" buldings like the barracks, reff and powerplant?
- mine entrances only (keep in mind that a apc or flamer would easy break a minefield in the mainentrances)

because of silent stank attacks:

Sometimes Nod trys a special stank rush...every stank sneaks in and wait behind ref/pp until they get a critical mass like 4-5 to rush a building... i try to avoid this start with placing 4 mines in the mainentrances, so i can simply check if there is one missing, we should look out for stanks... --> good? or waste of mines?

hope you can help a poor engineer who wants to keep at least one building alive...

Oh, and Nod please stop killing engineers, we are not military personal,so please don't kill us and think of our familys ^^

EDIT: especially the WF is a critical point, cause if there is a beacon it takes like 20-30 secounds to check the whole roof, ramps and interior

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