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Subject: Re: Mining walls\_flying  
Posted by [Tunaman](#) on Tue, 23 May 2006 15:13:51 GMT  
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w0dka wrote on Mon, 22 May 2006 10:05ripred999 wrote on Mon, 22 May 2006 08:46i think you should only mine the entrances and the most important buildings, but after that be a hottie in an orca or apc and patrol base for nukes, stanks, sbh's, and just protect the base.

there is only a little problem..if i for example plant a nuke with my Bh what you want to do? leave your APC/orca and disarm it....cool i can now killyou and defend the beacon with a Apc/Orca

But a watching orca is a good idea...he can easiely detect stanks and kill everything that turns visible....until GDI gets a Havoc on the Mesa....

First of all you can easily find sbhs by using the rockets of the orca(one of the very few uses of rockets!) and then kill them, and then you get out of your orca and disarm the nuke.

Second of all, on my game GDI gets orcas and Havocs, while Nod gets apaches and Sakuras. o.O So I doubt that you'll get a havoc on the mesa shooting down orcas unless you're playing some modded game, or Nod managed to steal some.

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