
Subject: Re: Mining a base properly/ avoiding mines.
Posted by [mrpirate](#) on Wed, 07 Mar 2007 22:20:31 GMT
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IronBalls wrote on Wed, 07 March 2007 08:56mrpirate wrote on Mon, 05 March 2007 22:11I was.

Mining the tunnels is a great tactic if you're bad at Renegade, but I don't know why you'd do it if you were good.

Such irrationality! Tunnel mining is the best way stop combined assaults...especially from GDI in Field.

There is like 4-5 RSO's or Gunners ganging up on the AS and/or the OB from the tunnel. Watch this (from exactly 3:19 - 4:04) to see what I am talking about.
<http://video.google.ca/videoplay?docid=-1123981396740096305&q=renegade>

Not only are they strong together but they are also racking up points. And it's hard for infantry to dispatch them all (except Mendoza) cause the rockets cause incredible splash damage. So, the best way is to mine that corner ASAP.

Remember, all is fair in war.

if you're any good with a sniper you're gonna do a hell of a lot better with one versus a bunch of gunners than trying to mine that area of the tunnel while they eat your tech alive with splash damage (because of how close you'd have to get). anyway, I don't really have a problem with mining the tunnel entrances to one's base for defensive purposes; it's when people start mining the rest of the tunnel that I get pissed off.