
Subject: GDI tactic for City_Flying

Posted by [SuperTech](#) on Wed, 16 Jul 2003 02:35:31 GMT

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Kgboutlaw10=power plant

10= HON

5=obelisk

5=refinery

What does that add up to? do the math before u get smart.

It usually takes a full set of 6 mines to take a hotwire out. You are also assuming that no one else on your team will be mining or using C4 anywhere else on the map. This is a VERY big assumption. More often than not, the first place you mined will start to disappear because some turd on your team is mining other places. Since the HON is a favorite target, you are most likely to mine this building first and these will be the first mines to disappear.
