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Subject: Mining

Posted by [azngqboy](#) on Fri, 09 Jan 2004 05:28:53 GMT

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then there are servers which ban Harvy blocking for same reasons, also good players will use the harvy to get out and kick some ass (GDI, Field, i took the field from 3 arty's 2 STanks and 1 500 sniper by sneaking them behind the Harvy, arty died, stanks had bad drivers (some what high ping [300+] so ya) and the sniper vs tank .. ya) so i totally agree!

Also i dont believe nod has ANY advatage in under, GDI does, you have a closed off base, infantry can't sneak past base defenses as GDI can int he map, Air Strip is vary exposed, its all depends on the first tank battle, and GDI losses only cause of lack of Engy's and meds, light tanks are no match. ppl say field is a nod map, not when im in the game, i almost always win the Field by force, by first gunning down any infantry (i do believe i am god with a riffle) and then hold off lgiht tanks and ARty's by hiding behind hills while shotting, while they shot the hill, never fails, then wehn i die, Tank push back to NOD base, always works .. oh well, once again, its an opionion, and a vary crappy one, but it works for me.

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