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Subject: Saving Credits! and destroying a Medium Tank

Posted by [mripirate](#) on Fri, 07 May 2004 04:04:30 GMT

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DeathgodYeah, I don't know where you play but defense is key always. Under is another map where Nod really needs to mine well to prevent people walking in the back door. You can get to everything but the refinery if you can clear the first stretch where the ob can shoot you...

And on maps with no base defenses, not mining means you want to lose.  
You can get to the Refinery.

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