Subject: Mine Matters
Posted by newcmd001 on Wed, 15 Dec 2004 18:19:38 GMT
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I saw a dispute while playing on WOL so I guess I'll put this "tactical scenario" up for you guys to provide input.

In any, it is obvious that you'll need to prevent your opponents from sneaking in with APCs and f*cking off your buildings. One of your defenses are proximity C4s or mines. Now, there are two ways of mining.

[list]1. Mine buildings - Pretty straightforward. You mine the doors of the buildings. This prevents those pesky techs from blowing your structures from the MCT by C4'ing it. This is of course, normally used in maps with defenses. But if you play in maps without AGTs and Obelisks I see that many hotties and techs consider another option.[/list:u]
[list]2. Mine Tunnels - Tunnels. Entrances. Whatever. You mine the entrances to your base which might include tunnels and all that. This effective prevents your opponents from getting even near the buildings. An effective way to prevent Ions or Nukes outside buildings, but weak against APC.[/list:u]

The problem is, due to mine limits, normally you can't do both. Once, I was playing on C&C_Islands.mix and two hotwires (I was on GDI) were arguing on whether to mine buildings or tunnels. They both had a point. Mine buildings and risk the buildings getting nuked from the SBHs, one said. Mine tunnels and let the APCs waltz in with C4s, another said.

Let's consider you're either GDI or Nod playing on Islands, and it was the beginning of the game (i.e. no buildings destroyed and no idea what the enemy is up to), and you were the only hotwire/technician and were given order to mine fast.

My question is, considering the pros and cons, how would you mine in this map (Islands) and other non-AGT&Obelisk maps?

Subject: Mine Matters
Posted by Hulkcore on Wed, 15 Dec 2004 22:16:47 GMT
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On GDI, definately mine bar no matter what. Ped Beacons are no fun. On Islands for GDI I would say mine buildings cause sbh are gonna get in even if you mine the tunnels.

Subject: Mine Matters
Posted by HELLBILLY DELUXE on Thu, 16 Dec 2004 14:54:38 GMT
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ALLWAYS MINE THE BARRAX ON UNDER!

Subject: Mine Matters
Posted by csskiller on Thu, 16 Dec 2004 22:41:05 GMT
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HELLBILLY DELUXEALLWAYS MINE THE BARRAX ON UNDER!
:rolleyes: Err, wtf? The agt will pwn the Nod people that try to go in. At the most it deseves 1 mine.

Subject: Mine Matters
Posted by Deathgod on Fri, 17 Dec 2004 05:17:48 GMT
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Never mine the tunnels, people will find another way in and then you have undefended buildings. Mining the tunnels is a waste. The rare exception to this is maybe mining the back of the bases on Field/Under for example, due to people sneaking in the back and nuking from behind a wall. Besides this exception it's better to mine building entrances. Mining alone won't prevent people from getting in though, playing defense helps too. No one does that anymore, though.

Subject: Mine Matters
Posted by HELLBILLY DELUXE on Fri, 17 Dec 2004 14:22:55 GMT
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csskillerHELLBILLY DELUXEALLWAYS MINE THE BARRAX ON UNDER!
:rolleyes: Err, wtf? The agt will pwn the Nod people that try to go in. At the most it deseves 1 mine.

Look in the dictonary under "sarcasm" mister.

Subject: Mine Matters
Posted by Jaspah on Fri, 17 Dec 2004 16:10:42 GMT
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^^ Your not funny. So stop spamming.

Subject: Mine Matters
Posted by HELLBILLY DELUXE on Fri, 17 Dec 2004 17:19:44 GMT
View Forum Message <> Reply to Message

You bl0w. Plz die nub.

Subject: Mine Matters
Posted by SuperTech on Sat, 18 Dec 2004 01:43:15 GMT
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The short answer: it depends.

For the GDI side on Islands mining the tunnels is really dumb. There's no way of mining the front of the base and the tunnels to keep SBHs out. A SBH is going to go for the path of "least mines" so you may hit him with 1 or 2 prox minutes, but he'll make it through cloaked. On the other hand: you can properly mine all GDI buildings so the SBHs cannot nuke inside the buildings. This greatly reduces their effectiveness as you can drive from building to building to find and disarm the nukes relatively quickly.

For NOD's side on Islands: I usually do the tunnels. This protects both the airstrip and the hand since they are right on top of the tunnels. And then maybe the back of the Refinery to thwart APC rushes.

For walls: I mine the ref, wf and pp ramps. SBHs love to nuke from the top of the buildings. Again, mining tunnels entrances doesn't make sense. As an SBH I can easily run the mines and take some damage. But I don't want to set a nuke on the bottom of a building!

Subject: Mine Matters
Posted by Jaspah on Sat, 18 Dec 2004 14:34:26 GMT
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HELLBILLY DELUXEYou bl0w. Plz die nub.

I've been here longer than you, before the n00bs started registering here. So, your the n00b, deal with it.

And while your at it, learn some decent English please. :rolleyes:

Subject: Mine Matters
Posted by Spoony_old on Sat, 18 Dec 2004 16:10:58 GMT
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It really depends on the size of the game... but here's a general guideline

City Flying
GDI: both power doors, back of ref, back of WF, AGT
Nod: both power doors, back of ref, airstrip, Ob. Waste of time mining the Hand

Walls Flying
GDI: tunnel entrances at the TOP of the ramps, this way you can see infiltrators disarming them.
Also scatter a thin line at the front gate as a SBH warning system
Nod: tunnel entrances (see GDI)

Field
GDI: AGT, back of ref/barracks to prevent nukes, put the rest between the AGT and the base entrance
Nod: ob, hand, ref, air

Under
GDI: AGT, put the rest between AGT and base entrance
Nod: ob, back tunnel near the powerplant

Complex
not much point mining

Volcano
tunnel entrances

Islands
GDI: lots at the tunnel, a thin line at the water fjord thingy as a SBH warning system
Nod: lots at the tunnel

Canyon
GDI: lots at the tunnel, a few at the tank entrance
Nod: lots at the tunnel

Mesa
GDI: AGT, if wallhop is allowed back of ref as well
Nod: powerplant, air, ob, back of Hand

Hourglass
GDI: AGT
Nod: Ob

Subject: Mine Matters
Posted by laeubi on Sat, 18 Dec 2004 16:21:00 GMT
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On Hourglas and GDI i really would also mine the PP... its too easy for Nod to get there.
same for HoN front entrance

Subject: Mine Matters
Posted by HELLBILLY DELUXE on Sat, 18 Dec 2004 16:43:47 GMT
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j4S[p]HELLBILLY DELUXEYou bl0w. Plz die nub.

I've been here longer than you, before the n00bs started registering here. So, your the n00b, deal with it.

And while your at it, learn some decent English please. :rolleyes:

You are a complete utter moron. How can you actually call me a n00b for that fact that you are a forum troll and I'm not. I actually play the game and own at doing so. All you do is spam the forums without knowing jack shit about the game itself, which makes most of your posts invalid. Maybe one day even detective dipshit will realize, that games were primarily made to play and not to chat about.
You rock!

Subject: Mine Matters
Posted by Spoony_old on Sat, 18 Dec 2004 17:29:44 GMT
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LaeubiOn Hourglas and GDI i really would also mine the PP... its too easy for Nod to get there. same for HoN front entrance
We're assuming your team is actually playing, in which case there would be meds on the sides and the hill/near the AGT....

If you are to assume GDI is completely fucking retarded, then yes, Nod can APC rush the powerplant :rolleyes:

Subject: Mine Matters
Posted by HELLBILLY DELUXE on Sat, 18 Dec 2004 17:39:49 GMT
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You should mine Back of WF and Ref too then.

Subject: Mine Matters
Posted by TankClash on Sat, 18 Dec 2004 17:59:43 GMT
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You spelt barracks, barrax...

Please.

Subject: Mine Matters
Posted by HELLBILLY DELUXE on Sat, 18 Dec 2004 18:11:35 GMT
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Next time I'll write it "rax".

Subject: Mine Matters
Posted by Jaspah on Sat, 18 Dec 2004 19:09:19 GMT
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HELLBILLY DELUXEj4S[p]HELLBILLY DELUXEYou bl0w. Plz die nub.

I've been here longer than you, before the n00bs started registering here. So, your the n00b, deal with it.

And while your at it, learn some decent English please. :rolleyes:

You are a complete utter moron. How can you actually call me a n00b for that fact that you are a forum troll and I'm not. I actually play the game and own at doing so. All you do is spam the forums without knowing jack shit about the game itself, which makes most of your posts invalid. Maybe one day even detective dipshit will realize, that games were primarily made to play and not to chat about.
You rock!

I know jackshit? I play this game all the fucking time! And it looks like you found a dictionary, wewt. Who gives a shit if I'm a forum troll. I'll connect to these forums if I want to. :rolleyes:

So shut the fuck up, because YOU don't know what your talking about.

Subject: Mine Matters
Posted by HELLBILLY DELUXE on Sat, 18 Dec 2004 22:06:29 GMT
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Quote:I know jackshit? I play this game all the fucking time!

Wow for having no life at all you sure suck at your only hobby.

Quote:And it looks like you found a dictionary, wewt.

L!OL UM YA I TINK SO 2

Quote:Who gives a shit if I'm a forum troll. I'll connect to these forums if I want to.

Good call there buddy. At least you're not the one telling other people what to do. Quote:^^ Your not funny. So stop spamming.

Quote:So shut the fuck up, because YOU don't know what your talking about.

By now I know that you're a lonely cybergeek who doesn't even succeed in his only ambition and

talks in controversy.

Subject: Mine Matters
Posted by **HELLBILLY DELUXE** on Sat, 18 Dec 2004 22:22:22 GMT
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y ppl hate me?

Subject: Mine Matters
Posted by **$c0p3** on Sat, 18 Dec 2004 22:23:41 GMT
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j4S[p]HELLBILLY DELUXEYou bl0w. Plz die nub.

I've been here longer than you, before the n00bs started registering here. So, your the n00b, deal with it.

And while your at it, learn some decent English please. :rolleyes:

:wow:

Subject: Mine Matters
Posted by **glyde51** on Sat, 18 Dec 2004 22:28:06 GMT
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HELLBILLY DELUXEj4S[p]HELLBILLY DELUXEYou bl0w. Plz die nub.

I've been here longer than you, before the n00bs started registering here. So, your the n00b, deal with it.

And while your at it, learn some decent English please. :rolleyes:

You are a complete utter moron. How can you actually call me a n00b for that fact that you are a forum troll and I'm not. I actually play the game and own at doing so. All you do is spam the forums without knowing jack shit about the game itself, which makes most of your posts invalid. Maybe one day even detective dipshit will realize, that games were primarily made to play and not to chat about.
You rock!

Him a troll? No, you look uglier, you can take that role.

Subject: Mine Matters

Posted by Jaspah on Sun, 19 Dec 2004 03:55:13 GMT
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HELLBILLY DELUXEy ppl hate me?

Why? Because you piss people off. And yes, I have a life. Obviously, since I'm posting here, you should have the common sense to realise that. :rolleyes:

Subject: Mine Matters
Posted by flyingfox on Sun, 19 Dec 2004 06:43:48 GMT
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On islands I like to have someone mine and keep mine-watch on the tunnels while I use the baddest man in the game™ at the front waterway. You can cover the whole area by running left to right and keep the SBHs at bay. Any who try to come pass get pelted in the head
don't do it with a vehicle because you can't see an SBH unless he is near touching point to you.

Subject: Mine Matters
Posted by CackBoy26 on Mon, 20 Dec 2004 05:21:48 GMT
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Now this is my kinda topic!

Subject: Mine Matters
Posted by karmai on Mon, 20 Dec 2004 23:35:47 GMT
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CackBoy26Now this is my kinda topic!
lmao

Subject: Mine Matters
Posted by Spoony_old on Tue, 21 Dec 2004 20:18:51 GMT
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CackBoy26Now this is my kinda topic!
I apologise for posting my thoughts on mining without first consulting the legend

Subject: Mine Matters
Posted by neueziel2 on Tue, 21 Dec 2004 23:09:45 GMT
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$c0p3 and Hellbilly Deluxe
whiny bitching

Take it to PM and stop crapping on the thread, you two. No one cares how big or small your e-penises are.

Subject: Mine Matters
Posted by newcmd001 on Thu, 23 Dec 2004 08:53:22 GMT
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Spoony
City Flying
GDI: both power doors, back of ref, back of WF, AGT
Nod: both power doors, back of ref, airstrip, Ob. Waste of time mining the Hand

I've seen people leaving Hand of Nod (HoN) unmined at the start of the game, and a humm-vee packed with a hotwire or two marched in and blew it up. (I've actually succeeded in killing an unmined HoN...) Many we should mine this instead of the strip? Because I hardly see APC coming to strip. Anyway, airstrip is relatively easier to defend in my experience... Comments?

Subject: Mine Matters
Posted by CackBoy26 on Sat, 01 Jan 2005 20:23:12 GMT
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True you could mine the back door of the Hand, but then they can run up the ramps and jump in the windows. So you'd need 15-18 mines to keep people out, and you wouldn't be able to mine the rest of your buildings.

Subject: Mine Matters
Posted by flyingfox on Sat, 01 Jan 2005 20:26:58 GMT
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The airstrip is easy to defend owing to it's tight space.

..unless you give a hotwire time to lay all of her proximities at the door, in which case you can't get through no matter what character. you'll need another teammate for that. a smart hotwire'll lay the proxies first..

Subject: Mine Matters
Posted by Spoony_old on Sun, 02 Jan 2005 02:04:27 GMT
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Mining the Hand on City Flying is a waste, you need 18 to fully mine it. City Ground, sure.

Just mine the other buildings. If you've got apaches/light tanks/whatever you're using, it's not difficult to kill a Humvee in the field.

Subject: Mine Matters
Posted by Deathgod on Sun, 02 Jan 2005 08:56:19 GMT
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newcmd001Spoony
City Flying
GDI: both power doors, back of ref, back of WF, AGT
Nod: both power doors, back of ref, airstrip, Ob. Waste of time mining the Hand

I've seen people leaving Hand of Nod (HoN) unmined at the start of the game, and a humm-vee packed with a hotwire or two marched in and blew it up. (I've actually succeeded in killing an unmined HoN...) Many we should mine this instead of the strip? Because I hardly see APC coming to strip. Anyway, airstrip is relatively easier to defend in my experience... Comments?

The Hand is disproportionately hard to defend on City, flying or ground (ground you need to still cover the front doors because they're easily reached, but it's not as bad as flying). Much of this problem stems from the fact that the obelisk has a tough time hitting people driving/walking in on the Hand side of the map. If people mine just the back, you can still jump in the window or walk in the front door with ease. It's different with the Ob/Strip because there's only one entrance so you're not using 3x as many mines as you should be to cover it. It is better to guard the building yourself than it is to waste the mines which could be better used elsewhere... this prevents people like me from walking to your base with a grenadier at the start of the game and killing the Hand.

Subject: Mine Matters
Posted by blinky_182 on Thu, 31 Mar 2005 00:21:47 GMT
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just to be sure...i put 6 mines per door is that too much to kill a tech\hotty?

Subject: Mine Matters
Posted by Jzinsky on Thu, 31 Mar 2005 01:41:13 GMT
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The HON on city flying is quite open at the back, I've seen people pretty much walk into there. Also the back of the WF needs plenty of mines too.

I think the only map you need to mine the entrances on is walls flying, and then only really bother once thier strip is down because they will try stealth rushes..

Subject: Mine Matters
Posted by flyingfox on Thu, 31 Mar 2005 16:01:19 GMT
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It's actually easy to defend walls fly from stealth...or anything for that matter. Place mines in a line at the front, in such a way that you use minimal mines but no passage can be gotten through without hitting at least one mine. Mine the tunnel like a bitch and have a mobius guard it.

Then, have you and another character stand at either side of the entrance (inner side), with third person on in such a way that nobody can see you from the entrance way, anyone tripping the mines can be attacked and you can also catch SBH running in from the corners as you will be right there to stop them. Also have a few PICs on guard atop the entrance fortress to fend off aircraft and ground vehicles. Have a few havocs up there, too, to attack distant artillery.

Trust me, with this defense it'll take an organised team and many tanks to bypass it (provided you keep remining areas that have been tripped etc).

Subject: Mine Matters
Posted by Spoony_old on Thu, 31 Mar 2005 16:22:19 GMT
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wallsfly, only thing you need to mine is a line at the front, and at the TOP of both tunnel ramps. NOT inside the tunnel.

one person can then stand guard, any SBH will trip the mines, and a technician disarming can easily be seen from the top level.

Subject: Mine Matters
Posted by CackBoy26 on Fri, 01 Apr 2005 06:30:53 GMT
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I see you've read Chapter 4.

Subject: Mine Matters
Posted by ododd on Sat, 02 Apr 2005 01:21:41 GMT
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on cityflying, if your playing on somesort of public server, mine the back door of HOD because the noobs don't even think about the windows.

also u could just have some1 in the general vacinity...

oh ya on islands i would place one mine on each enterance through the wallls so any1 could see

teh mine blow and tell that there was an sbh there, also mine bar first.

Subject: Mine Matters
Posted by ododd on Sat, 02 Apr 2005 01:24:17 GMT
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flyingfoxIt's actually easy to defend walls fly from stealth...or anything for that matter. Place mines in a line at the front, in such a way that you use minimal mines but no passage can be gotten through without hitting at least one mine. Mine the tunnel like a bitch and have a mobius guard it.

Then, have you and another character stand at either side of the entrance (inner side), with third person on in such a way that nobody can see you from the entrance way, anyone tripping the mines can be attacked and you can also catch SBH running in from the corners as you will be right there to stop them. Also have a few PICs on guard atop the entrance fortress to fend off aircraft and ground vehicles. Have a few havocs up there, too, to attack distant artillery.

Trust me, with this defense it'll take an organised team and many tanks to bypass it (provided you keep remining areas that have been tripped etc).

your team would definately have to be orginized to do that....and usually orginized teams aren't that large, not very many ppl left for attacking.(and what a boring game too)

Subject: Mine Matters
Posted by Jzinsky on Sun, 03 Apr 2005 03:04:23 GMT
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I've actually been part of this kind of tactic while half our team was away trying to destroy their base. It worked too, because when their hon died, they waited a while before trying to beacon the place. They got through with the first few, but then we got that defence together and we ended up winning through it

Subject: Mine Matters
Posted by splnwezel on Tue, 05 Apr 2005 06:10:39 GMT
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I have a question for Hourglass.

As GDI: I usually mine the AGT with the customary 6 mines... and then 6 mines for the refinery and WF each, or 12 mines for the PP. I find that if I can't block the other team, I can at least divert them to the side where my buildings are mined. With the twelve mines I have left in the limit, you can either lay remote c4s in a line by the AGT, or lay prox mines if I decide I'd rather be in a tank than defending (which is the case more often than not), and then I know I can divert/block enemy vehicles. With AGT/PP down, I usually just overload with prox mines in the front by the AGT to keep sbhs out.

As Nod: Mine the Ob, Airstrip with 7 mines each, the Hand (front and back) with 14. If GDI can manage to get an APC as far back as the PP or Ref, you deserve to lose them anyway.

Any suggestions for improvement?

Subject: Mine Matters
Posted by blinky_182 on Mon, 11 Apr 2005 01:47:53 GMT
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Is your hourglass mining stratagy on a normal server with the normal mine limit? If so its 30.... 6 in AGT,Ref,WF and 12 in PP=30 so you do not have the extra 12 to lay your remotes or more proxies without them dissapearing.

Subject: Mine Matters
Posted by Spoony_old on Mon, 11 Apr 2005 09:33:21 GMT
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Only thing you need to mine on Hourglass is the AGT and Obelisk. If a vehicle gets anywhere past that... you fucking suck

---

Subject: Mine Matters
Posted by FoxURA on Mon, 02 May 2005 04:59:25 GMT
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There is no one 'best way' to mine any map. If your enemy is creative, your mines will be gone quick. As an example, I was on Islands as Nod. I was a SBH helping to escort another SBH with a nuke and we were backed up by 2 engineers doing demining/medic duty. They took turns demining tunnel exit mines and the only thing that forced us to pull back were not mines (which were all gone at this point), but observant infantry that spotted evidence of our acivity (vanishing mines) and acted accordingly. In otherwords, just mining alone is useless, what counts is patrolling in addition to mine laying. For example, if you mine only the perimeter of the base and have patrols to check for breaches, then you will know almost instantly when the base is compramised which in turn, greatly reduces the survival rate of any intruders.

As for APC rushes, I have found that the best defence has nothing to do with proximity mines. It has been my experience that nothing is as effective in dealing with intruders than remote C4.

There are two ways to do this should the APC survive long enough to deliver its crew (which is highly unlikely if proper scouting/reconosance measures are taken to spot the threat well outside the base).

1. Plant remote c4s in the buildings that are most likely to be hit in the area surrounding the MCT. This increases the odds of detonation with the target near by which increases the damage

---

providing you are patient enough to let the enemy get inside the building before detonation. This stratagy requires dedicated base defenders to be truely effective and is often best used to compliment Proximity placement in ares outside of the buildings to help provide warning.

2. Use the remote c4s as offensive weapons against intruders, in close quarters there is no better weapon. For example, when intruders are in buildings, I have found it more beneficial to trade from a thousand dollar unit such as Ravisha in exchange for a simple engineer. To understand this, take into consideration the actions of an experienced rusher. They do not stand still long enough for even laser chain gunners or Mendozas to land enough hits to finish them off before the damage is done, even shotgunners and chemsprayers have trouble finding the marks. Remote C4s on the other hand have a large blast radius and only have to be remotely (no pun intended) close to get the job done. For example, I was a character unit, a Ravishaw, with a low rate of fire and I was dealing with 3 rushers mining the ob and all proxies were gone. There were several soldiers and flame throwers sending in a withering stream up bullets and flames, but it wan't killing the Hotwires fast enough. I switched to an engineer, thew in a remote c4 into the ob which was in the air above the center, and hit detonate. I then heard the satisfying *boink* along with 3 messages appearing that started with FoxURA killed... This same tactic has proven effective in every building in Nod and GDI as well as the tunnels, just outside buildings dealing with beacon defenders, and has saved many buildings from destruction by killing the enemy while leaving enough time to disarm the timed c4 on the MCT or the beacon outside a critical building.

The only downsides of the second one is that you only have two shots before having to get to a Purchase terminal and getting a reload; however, with a bit of practice, you should find your self wasting few and fewer shots, and that if you trigger to close, you will take yourself out as well.

In the end, it is not how or what you mine that really matters. It is what else you do in addition to mining that counts.

Subject: Mine Matters
Posted by CackBoy26 on Mon, 02 May 2005 08:17:59 GMT
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Quote:There is no one 'best way' to mine any map.

BUY MY BOOK

Subject: Mine Matters
Posted by FoxURA on Mon, 02 May 2005 15:32:11 GMT
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no... I will however take it for free and tear into it if you would like.

Subject: Mine Matters

Posted by IRON FART on Mon, 02 May 2005 22:57:29 GMT
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HELLBILLY DELUXEy ppl hate me?
ROFL @ This guy.

You are my new internet buddy.

Subject: Mine Matters
Posted by Sniper_De7 on Mon, 02 May 2005 23:01:36 GMT
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Well assuming that they rushed with 4 people it would be quite hard to stop them if they entered first (5/8 remotes have to land, 6 if you repair a little after one remote goes off) So basically if you're not in the building before they are then you're fucked. Proxies at least can help stop or injure them. But even then it's easily taken care of. The *real* way of stopping any apc rush is to stop them from getting there... Beyond that mining really doesn't do a whole lot. On rushing maps mining can delay techs to killing a base.. it also helps prevent SBH nukes. If an apc rushes an obelisk and even if it is mined most likely they'll get it (unless the people who rushed were stupid). the remotes on the MCT'll kill anyone who switches from a character to tech and so   you're pretty much faced to going after people first before you disarm it and that's hard to do on your own considering they can just run around the ob and return to whenever they think you're going to disarm the mines. rather the key isn't to mining but preventing, it only helps a bit to mine

---

Subject: Mine Matters
Posted by FoxURA on Mon, 02 May 2005 23:59:53 GMT
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FoxURA.

In the end, it is not how or what you mine that really matters. It is what else you do in addition to mining that counts.

I couldn't agree more.

Subject: Mine Matters
Posted by BumishBk on Fri, 06 May 2005 00:13:09 GMT
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I find mines are better used as a warning system, something that injures your opponent or something that will slow them down. If you are mining to defend an apc rush, 6 mines doesnt even kill all of the riders, which makes the mining void except for slowing them down and maybe killing one of the riders. Which brings up the point that when there is an apc rush, hopefully someone in your base sees it, and someone almost always will, it is important for your team to defend that

---

structure because just mining isnt going to stop them. If it were just mining and no defense they could just disarm them and c4 the building. Thus, slowing down the attackers so defenders can get into position is more important then mining to kill the opposition. And in Walls Flying the best mining for GDI is mining the 2 ramps of tunnel and a string of mines across the entrance. This string of mines warns GDI when it goes off that there is an sbh, plus you can always disarm nukes, and you get points for doing so. If there is a nuker that gets through, a good team immediatly will find it and be able to destroy it. The perfect example of how it acts as a warning system is on Hourglass if GDI loses its AGT. Here mining the sides of the AGT will allow you to see if sbh's enter the base- the mines will detonate, and you can remine after killing them.

Good teams can always find ways of getting rid of mines, not even good teams, good PLAYERS, so defending just goes along with mining, and the point of the game which is to destroy the other teams base while protecting your own. Key words PROTECTING YOUR OWN.