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Subject: Mining the base.

Posted by [Renegade](#) on Thu, 23 Jun 2005 15:57:42 GMT

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When theres no base defence on, how would you mine the base? And in which order, how many mines to lay, and distance apart?

Seen many noobs who AFTER the base is properly mined, go ahead and mine somemore where it aint needed, then boom, we lose quite badly, mainly because they get hotties or SBH with nukes on us.

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Subject: Re: Mining the base.

Posted by [BumishBk](#) on Sat, 25 Jun 2005 03:31:37 GMT

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dude, calm down, and if you want these questions answered there are plenty of topics down the page about how to mine the base, read those. Although i like the enthusiasm of trying to reinvigorate renegade and the forums.

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Subject: Re: Mining the base.

Posted by [Lijitsu](#) on Sat, 25 Jun 2005 03:47:06 GMT

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How would i mine the base? Quickly and quietly. Order? My current location then the closest, then the next closest, ETC. ETC. Number? 6 or 7, depending on the amount of buildings. Space apart? Try throwing them into the ceiling. If your lucky, they stick into the ceiling, and are completely invisible.

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Subject: Re: Mining the base.

Posted by [zunnie](#) on Sat, 25 Jun 2005 15:26:01 GMT

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I always go for Hand and Barracks first to mine it.  
5 or 6 mines at the door usually

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Subject: Re: Mining the base.

Posted by [Dave Mason](#) on Sun, 26 Jun 2005 14:18:12 GMT

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Bare in mind that mining the hand of Nod on flying maps is pointless.

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