
Subject: Mine problem

Posted by [Anonymous](#) on Wed, 29 Jan 2003 07:51:00 GMT

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I use the dice thingie too. Sometimes i get more creative though . Mining the MCT is a stupid thing to do. If people get in they'll repair the mines without any knowing it or plant a beacon. Laying mines outside also not very smart (when ff=off) cause it will destroy the vehicle in which they came and that's what you want when you rush in with the driver also. I think it's the trick to put mines close enough together so people get killed instantly, and cannot repair some. But also put em far enough apart so that no more mines will go off then needed for the kill. [January 29, 2003, 07:52: Message edited by: [K4T] Justifier (B&D) NL]
