
Subject: Opinions: mines on ground in open areas
Posted by [Anonymous](#) on Wed, 17 Jul 2002 00:46:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

In theory the mining techniques mentioned are great. Only variant is the number of newbie miners you have on your side. Spending alot of effort mining a map only to see them disappear is quite frustrating. Newbie fills the AGT with 30 mines leaving all other buildings empty. AGT get destroyed and nobody bothers to remine buildings. It would be nice if there could only be one miner at a time at any given time on each side. At least a miner would be able to control his mines. * my 2 cents *
