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Subject: Mine max MUST be Increased!

Posted by [Anonymous](#) on Fri, 19 Apr 2002 13:11:00 GMT

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quote:Originally posted by Devon:Goddammit ACK, if you ever read other peoples posts before you replied to them you wouldn't be perceived as such an asshole by half the board. I never said that the mines were supposed to stop vehicles. You need to mine the wall facing the Obelisk on the tall building near the Nod base to prevent INFANTRY (as in not vehicles) from evading the Obelisk. As for the mines at HoN, Airstrip and Obelisk, they are supposed to stop Hummrushes - but the mines should be placed behind the doors, of course. I couldn't care less about what happens to the Hummer, it's the infantry inside that worries me. But you still need to mine all those places.Edit: spelling.[ April 19, 2002: Message edited by: Devon ]Think about what you're writing before you write it."Five at Airstrip to prevent Hummer from driving behind Hand to get there.Five at Obelisk for the same reason as Airstrip."That sounds like "Put five mines at the Airstrip to blow up the Hummvee and do the same for the Obelisk."Sorry if I mistook you for one of those idiots that places mines in vehicle paths like they will actually do any real damage.

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