
Subject: Mine max MUST be Increased!

Posted by [Anonymous](#) on Sat, 20 Apr 2002 00:59:00 GMT

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quote: OMG. THOSE ARE ANTI-PERSONNEL MINES! NOT ANTI-VEHICLE MINES! Goddammit ACK, if you ever read other peoples posts before you replied to them you wouldn't be percieved 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]
