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Subject: Mine max MUST be Increased!

Posted by [Anonymous](#) on Sat, 20 Apr 2002 00:16:00 GMT

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You mine the doors. That way, when they run in, they die. They will see mines in front of the MCT and disarm them. That makes them worthless. As for what they other guy said: NO. YOU NEVER MINE THE GROUND FOR VEHICLES. OMG. THOSE ARE ANTI-PERSONNEL MINES! NOT ANTI-VEHICLE MINES! This is what you do for Nod on City: Mine the Obelisk with five mines. Mine the back entrance of the Hand of Nod. That's 10 mines. Mine the back entrance of the Refinery. 15 mines. Mine the Power Plant's doors and the ramp. That's 30 mines. On Walls: Mine the back of the Hand. Mine the Power Plant and the back entrance of the Refinery. That's 25 mines. Mine the Airstrip's doorway. That's 30 mines. You're done.

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