
Subject: more mines and beacons needed?

Posted by [Anonymous](#) on Tue, 15 Oct 2002 14:06:00 GMT

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Is it just me, or does it take 5 to 6 mines to kill 1 hotwire/tech now and 3 to 4 beacons to kill Nod's ref in Field (through the tunnel).I don't know, but 4 mines haven't been killing hotwire/techs lately and the spots where I beaconsed in the tunnel only take about 1/4th of the damage off the refinery.

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Posted by [Anonymous](#) on Tue, 15 Oct 2002 14:11:00 GMT

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Mine limits are at a good amount, it leaves the element of strategy to the game.And if you're lucky enough to get 4 people to nuke the Ref in FIELD through teamwork, you shouldn't need to

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Posted by [Anonymous](#) on Tue, 15 Oct 2002 14:16:00 GMT

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I'm not talking about mine limits.before last patch = 4 mines kill Hotwire/techsAfter Last patch = 5 to 6 mines kills hotwire/tech

Subject: more mines and beacons needed?

Posted by [Anonymous](#) on Tue, 15 Oct 2002 14:18:00 GMT

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Well, it may also be a little too less damage. Last time I checked, landmines killed more than 1 person at a time anyway.

Subject: more mines and beacons needed?

Posted by [Anonymous](#) on Tue, 15 Oct 2002 14:53:00 GMT

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I wonder if that is true.I have not noticed. you think proximity mines do less damage after the patch, eh?Well, that would be interesting.

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Posted by [Anonymous](#) on Tue, 15 Oct 2002 16:52:00 GMT

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There's still no substitute for a good base defense.

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Posted by [Anonymous](#) on Tue, 15 Oct 2002 18:02:00 GMT

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What about a great offense?

Subject: more mines and beacons needed?

Posted by [Anonymous](#) on Tue, 15 Oct 2002 20:33:00 GMT

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mines do do less damage if the person backs off as it explodes but if they run right into them 3 or 4 should do it. the tunnel beacons thing.....you shouldnt even worry qbout that....people who tunnel beacon are ***!

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Posted by [Anonymous](#) on Wed, 16 Oct 2002 10:10:00 GMT

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quote:Originally posted by oo00o00oo:mines do do less damage if the person backs off as it explodes but if they run right into them 3 or 4 should do it. the tunnel beacons thing.....you shouldnt even worry qbout that....people who tunnel beacon are ***!great, another person that thinks that tunnel beaconing is a bug when it isn't Anyway, numerous times I've seen a hotwire/tech run into a building with 4 mines and is still alive. They don't 'jump back' at all. [October 16, 2002, 10:12: Message edited by: generalfox]

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Posted by [Anonymous](#) on Wed, 16 Oct 2002 12:57:00 GMT

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quote:Originally posted by Javaxcx:What about a great offense?Yeah, and I'll place an endgame beacon while your team is away

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Posted by [Anonymous](#) on Wed, 16 Oct 2002 14:58:00 GMT

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I think the mine limit should be based on the number of buildings you have to defend.Say 8-10 for each building. I hate running out of mines on larger bases.

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Posted by [Anonymous](#) on Thu, 17 Oct 2002 13:30:00 GMT

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That's true the mine limit should be made a bit higher. It sits at 30 now with round out to 5 sets of six, If it just went up to 36 that one more set would mean a lot of difference in defense.

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Posted by [Anonymous](#) on Thu, 17 Oct 2002 13:36:00 GMT

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its called "quick match" or game, check rules...
