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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 beacons in the tunnel only take about 1/4th of the damage off the refinery.

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