
Subject: The walking time bome! Works great!

Posted by [Anonymous](#) on Mon, 22 Apr 2002 12:47:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Corsair_734:Down with the mine count! It restricts too many things and foils some incredibly wasteful (and cool) tactics.Are you on acid? Unrestricted mines would make basically any structure infiltration impossible, plus more than 100 mines (twice that if you counted each side) would up lag considerably, as the server would have to keep tabs on moving units plus the positions of 200+ mines.
