
Subject: Laying Proximity Mines -PLEASE READ-
Posted by [Anonymous](#) on Mon, 11 Mar 2002 07:46:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Spike_UK:One thing someone did in a game I played earlier was to put the mines on the MCT of our War Fact, good idea, but all it did was blow the f00ker up as soon as a nod guy got close....not such a good idea Mines do not hurt friendly buildings, only the enemy and the engi who actually planted them. The mine on the mct is a very legit and effective tactic.
