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Subject: Re: dthsh0t is a Renegade God

Posted by [Goztow](#) on Fri, 20 Jan 2006 07:53:26 GMT

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mision08 wrote on Thu, 19 January 2006 22:16 You could, but 50 is perfect for city\_flying. Using 5 mines per door, and 5 mines for the 2 ramps on Hand = 50 mines. Same with GDI, 5 mines per door including both doors on barracks = 50 mines. If the server uses the default 35 mine limit Nod gets screwed because GDI doesn't use any at the barracks and Nod needs 20 at the HON. The default is 30... And 30 is more than enough. Allowing to lay more mines just falsifiest he original game. Yes, NOD can't mine every door that would be needed but the oby does a much better job on tanks than the agt.

There would be no mine limit if the game was ment to have enough mines to cover everything...

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