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Subject: Re: Mines

Posted by [MGamer](#) on Tue, 14 Apr 2009 01:05:39 GMT

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Slave wrote on Mon, 13 April 2009 17:18 Every now and then, Renegade feels like crashing.

You come back ingame, and realise all the mines you placed are gone.

You spend the next 5 minutes raging, and another 5 minutes remining. That is, if the enemy hasn't destroyed your base while you were gone.

Can mines be made more persistent? And survive when a player disconnect?  
that could be easily exploited also its fine as it is

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