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Subject: Renegade Alert Mine Layer

Posted by [npsmith82](#) on Wed, 26 May 2004 02:25:37 GMT

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I take it an enemy mine layer can sail through anti-vehicular mines without getting hurt? From memory, i think they were able to defuse mines and not get hurt (or maybe that's Earth 2150).

NeoSaberMines will probably use Renegade's stealth settings, unless a better idea comes along. How about they're 75% transparent objects, so they blend in with any terrain they're placed on?

Or maybe...

From long range, they're stealthed 100% (like a stealth tank), but once you get within close proximity they lose 25% stealthiness, making them only just visible (75%).

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