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Subject: Renegade Alert In-Game Mine Layer shots.

Posted by [Renx](#) on Thu, 27 May 2004 19:18:49 GMT

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NeoSaber is working on getting all the settings properly setup for the Mine Layer. I just tried it in game now and for the most part it is working great.

As stated in another thread, AP mines will kill any infantry weaker than Tanya, and AT mines will destroy any tank weaker than a Heavy Tank. The mine limit will be 50 mines, when the limit is reached no more mines will be able to be laid, they will not disappear. Mine Layers will be able to reload at their team's Service Depot.

The new texture also looks very good in game.

Front:

Back:

In Action:

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