
Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Thu, 09 May 2002 08:49:00 GMT

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I found that when you place proximity mines on and around your APC/Buggy it will actually prevent some people from trying to steal your vehicle when you rush a building (granted you make it out alive to jump back in and ride off)..... I tried it last night and it actually killed a guy when he tried to steal it.....but the flipside is that if your APC/buggy is heavily damaged, the proximity mines will destroy your ride.....but thats a good thing, who wants to give the enemy a free vehivle?

Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Thu, 09 May 2002 10:13:00 GMT

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Ya, and while you are putting mines on your "Buggy of Death" back at the base the mines are dissappearing from the power plant entrance

Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Thu, 09 May 2002 10:28:00 GMT

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^^ yes

Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Thu, 09 May 2002 10:37:00 GMT

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quote:Originally posted by AzWhoopin:Ya, and while you are putting mines on your "Buggy of Death" back at the base the mines are dissappearing from the power plant entrance 30 mines, five for my buggy of death. The ONLY time I do this is IF we are winning and we have more than enough infantry to keep any attackers at bay and its cool with the team.....

Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Thu, 09 May 2002 10:41:00 GMT

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Maybe, maybe not. I usually place up to 26 mines so there's a few spares for such an attack. Its a good plan though, I once saw a captured APC drive into our base, no one opened up until it was too late. Also, some maps require alot of mines, but others such as Under do not. Plus having the APC might buy the attackers enough time to blow the OBL.

Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Thu, 09 May 2002 11:29:00 GMT

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I place an average of 23 mines.... well i did but now I dont bother placing even one because as I am placing mines in the best place 5 n00bs are putting as many mines around the AGT/Ob as they can

Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Thu, 09 May 2002 11:40:00 GMT

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quote:Originally posted by JunoReactor:I found that when you place proximity mines on and around your APC/Buggy it will actually prevent some people from trying to steal your vehicle when you rush a building (granted you make it out alive to jump back in and ride off)..... I tried it last night and it actually killed a guy when he tried to steal it.....but the flipside is that if your APC/buggy is heavily damaged, the proximity mines will destroy your ride.....but thats a good thing, who wants to give the enemy a free vehivle? It is always better to have a designated driver who stays in the vehicle. Do not abandon a vehicle in the enemy base. The driver can provide cover and a diversion. Too many of you N00BZ give up a vehicle due to a one moron rush or feild repair. Always stay in your vehicles. Other wise you'll probably see my sniper drive away in it after shooting you in the head or not see my stealth run over you with it. I really like the retards who give me Mammouth tanks. Also please feel free to throw on as many c4 as you can so that your base is as vulnerable as possible. The rumor about a 30 mine limit does not apply to the team I'm playing against. Remember if you see me on your team we only get 30 c4, if I am not on your side you get 100+ I'm not sure why. If you don't see my name on your team place as many c4 as possible in the dumbest places you can find. Stack them up if you can make them 6 deep so that they work like a beacon Put atleast 25 in one place so that you don't lose that one building. I'd reccomend the Barracks/HON those are the most important structures, Nobody needed the power plant or Guard tower/Ob. The airstrip/weapons fact are highly over rated as well and the refinery is a joke You'll earn so much more money with the c4stack than that slow harvy could ever give you.[May 09, 2002: Message edited by: Fronrunner][May 09, 2002: Message edited by: Fronrunner]

Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Thu, 09 May 2002 11:53:00 GMT

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quote:Originally posted by Super Dan:I place an average of 23 mines.... well i did but now I dont bother placing even one because as I am placing mines in the best place 5 n00bs are putting as many mines around the AGT/Ob as they can Oh man, I know exactly what your talking about and it makes you wish Friendly Fire was enabled.....

Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Thu, 09 May 2002 13:01:00 GMT

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quote:Originally posted by Fronrunner:Quote:Originally posted by JunoReactor:I found that when you place proximity mines on and around your APC/Buggy it will actually prevent some people from trying to steal your vehicle when you rush a building (granted you make it out alive to jump back in and ride off)..... I tried it last night and it actually killed a guy when he tried to steal it.....but the flipside is that if your APC/buggy is heavily damaged, the proximity mines will destroy your ride.....but thats a good thing, who wants to give the enemy a free vehivle? It is always better to have a designated driver who stays in the vehicle. Do not abandon a vehicle in the enemy base. The driver can provide cover and a diversion. Too many of you N00BZ give up a vehicle due to a one moron rush or feild repair. Always stay in your vehicles. Other wise you'll probably see my sniper drive away in it after shooting you in the head or not see my stealth run over you with it. I really like the retards who give me Mammouth tanks. Also please feel free to throw on as many c4 as you can so that your base is as vulnerable as possible. The rumor about a 30 mine limit does not apply to the team I'm playing against. Remember if you see me on your team we only get 30 c4, if I am not on your side you get 100+ I'm not sure why. If you don't see my name on your team place as many c4 as possible in the dumbest places you can find. Stack them up if you can make them 6 deep so that they work like a beacon Put atleast 25 in one place so that you don't lose that one building. I'd reccomend the Barracks/HON those are the most important structures, Nobody needed the power plant or Guard tower/Ob. The airstrip/weapons fact are highly over rated as well and the refinery is a joke You'll earn so much more money with the c4stack than that slow harvy could ever give you.[May 09, 2002: Message edited by: Fronrunner] [May 09, 2002: Message edited by: Fronrunner][/QB]Are you kidding? You cannot not win with JUST the Hand/Barracks. Yes it is very important to keep your Hand/Barracks but it's kind oh hard to do an infatry rush against a AGT. Also the refinery brings in alot more cash then you think.. every minute you get 200 and then the harvester also brings in 300 it only takes hte harvester a long tine on the map "city". AND the Power Plant is the ost important struture, wihtout it your base defenses are gone AND everything cost double. a mere Officer would cost 350C. While a Raveshaw would cost 2000 or even the tech/hot cost 700 with out PP.I think I've said enough so I'll shutup.

Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Thu, 09 May 2002 14:02:00 GMT

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quote:Originally posted by Rivendall:Are you kidding? You cannot not win with JUST the Hand/Barracks. Yes it is very important to keep your Hand/Barracks but it's kind oh hard to do an infatry rush against a AGT. Also the refinery brings in alot more cash then you think.. every minute you get 200 and then the harvester also brings in 300 it only takes hte harvester a long tine on the map "city". AND the Power Plant is the ost important struture, wihtout it your base defenses are gone AND everything cost double. a mere Officer would cost 350C. While a Raveshaw would cost 2000 or even the tech/hot cost 700 with out PP.I think I've said enough so I'll shutup. First off, n00b calling is uncool I don't do this in laddered games! I've done it ONCE and that was last night.....when your on the GS network its cool to experiment.....

Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Thu, 09 May 2002 14:27:00 GMT

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quote:Originally posted by Frontrunner: It is always better to have a designated driver who stays in the vehicle. Do not abandon a vehicle in the enemy base. The driver can provide cover and a diversion. Too many of you N00BZ give up a vehicle due to a one moron rush or feild repair. LOL! Stopping 1 man APC rushes is common place almost every game. But this had to be the stupidest rush I've ever seen: one time some guy tried to flame rush our AGT but got out of the flame tank to C4 the MCT. I laughed as I took his tank and killed him - the AGT lived since he was a soldier. The Nod base fell real quick after that. quote: Also please feel free to throw on as many c4 as you can so that your base is as vulnerable as possible. The rumor about a 30 mine limit does not apply to the team I'm playing against. Remember if you see me on your team we only get 30 c4, if I am not on your side you get 100+ I'm not sure why. If you don't see my name on your team place as many c4 as possible in the dumbest places you can find. Stack them up if you can make them 6 deep so that they work like a beacon Put atleast 25 in one place so that you don't lose that one building. I'd reccomend the Barracks/HON those are the most important structures, Nobody needed the power plant or Guard tower/Ob. The airstrip/weapons fact are highly over rated as well and the refinery is a joke You'll earn so much more money with the c4stack than that slow harvy could ever give you.ROFL![May 09, 2002: Message edited by: StuntCorpse]

Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Thu, 09 May 2002 22:41:00 GMT

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Finally somebody that got the joke. My original post was for N00BZ <~anybody who took that all serious like the people who were *****ing was just showing their Noobness

Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Fri, 10 May 2002 00:11:00 GMT

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i do that ONLY in an un laddered ame when u can foll around

Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Fri, 10 May 2002 00:23:00 GMT

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Frontrummer quote: I'd reccomend the Barracks/HON those are the most important structures, Nobody needed the power plant or Guard tower/Ob. The airstrip/weapons fact are highly over rated

Nod/Barracks is the most important structure. Right? If not. Newer mind.Well I actually think those structures are the most important. Not meant as you should put all your mines there, but as a big deal if you loos it. Without the higher personnel classes you cant do much against a flame

rush. There will be no (personnel) stealth nukes.No sniper possibility, which makes a difference,

Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Fri, 10 May 2002 01:35:00 GMT

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The sad thing is that I've seen all of these things way to often. the only time you should try one man in an apc is if your going for squishes or straight out gun kills. Too often I get a free vehicle because some N00b drops it off for me then trips over my c4 and dies. It really sucks that most of the time some of the N00BZ on my own team manage to blow up the free ride Before i get to it. "duh I killed an empty vehicle" (if you are in a tank just ram it away from the building and then guard it until someone on your team takes it over)Damage it to the point of near destruction to prevent an escape just PLEASE don't blow it up)you get like no points and rob me or someone else of a vehicle. Also don't you love when the enemy buys a batch of vehicles and doesn't occupy them Nothing like trading a humvee for a free flamer or stealth, or a 300 credit nod buggy for a medium tank, Too bad they don't just buy some extras Mammouths.(always destroy your old vehicle do not leave them a trade in) It must be the cost. I'm not even scratching the surface of the N00Bness I've seen. I like it when I make it back to our base and have to listen to 10 people spamming "Destroy that vehicle"(me)as I drive right by the Guard tower/obilisk which doesn't fire on me. Those people rate almost as high on my list as the "building needs repair" Retards who are clear across the map and have no clue that there are people in our base repairing. So I guess maybe the moron c4 wasters are just a small part of a much N Ber problem. I guess maybe we need to come up with a N Bness rating system and a way to classify the differant types of N BZ

Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Fri, 10 May 2002 12:44:00 GMT

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That was a joke....

Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Sat, 11 May 2002 02:57:00 GMT

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quote:Originally posted by Fronrunner:It is always better to have a designated driver who stays in the vehicle.You're kidding. That is called a waste of man-power. If you can't find a better use for that "designated driver", then you're hopeless. For example, if you are buggy rushing with engies, why don't have the driver c4 the building, also?

Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Sat, 11 May 2002 16:58:00 GMT

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Yeah, although mining a vehicle may sound like a good idea, it is a waste of mines. Another mining idea that might sound good is those Tech/Hotwire mine attack. They will run in, toss a mine, and back off. Although that's kewl... it's also a waste when there are also others trying to protect certain structures with mines. Sometimes, those Tech/Hotwire players don't aim well with those mines so you have a bunch of mines all over the place and in bad places. Sometimes, I'll be mining entrances of certain structures and a few minutes later, they're gone! When I approach a couple remaining ones, they disappear before my eyes! Jeez... someone is wasting mines out there!

Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Sat, 11 May 2002 19:23:00 GMT

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quote:Originally posted by eae:You're kidding. That is called a waste of man-power. If you can't find a better use for that "designated driver", then you're hopeless. For example, if you are buggy rushing with engines, why don't have the driver c4 the building, also?Thats not a good idea - first off you lose the vehicle. Second off, if you are playing a semi-decent team your C4 will be disarmed and third providing cover is really effective. If you have a hotwire tagging along in any tank, you can buy enough time for the hotwire to take out a building. (I know this from experience).

Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Sun, 12 May 2002 02:20:00 GMT

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quote:Originally posted by WRAITH:Thats not a good idea - first off you lose the vehicle. Second off, if you are playing a semi-decent team your C4 will be disarmed and third providing cover is really effective. If you have a hotwire tagging along in any tank, you can buy enough time for the hotwire to take out a building. (I know this from experience).Firstly, more c4 = harder to disarm. Secondly, people from the other team will often be stupid enough to steal the vehicle first and not come see whose inside building. Finally, two Hotwires throwing mines and pistolling can much easier take down the repairing engie than the Hotwire alone.

Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Tue, 21 May 2002 20:11:00 GMT

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quote:Originally posted by Fronrunner: It is always better to have a designated driver who stays in the vehicle. Do not abandon a vehicle in the enemy base. The driver can provide cover and a diversion. Too many of you N00BZ give up a vehicle due to a one moron rush or feild repair. Always stay in your vehicles. Other wise you'll probably see my sniper drive away in it after

shooting you in the head or not see my stealth run over you with it. I really like the retards who give me Mammouth tanks. Also please feel free to throw on as many c4 as you can so that your base is as vulnerable as possible. The rumor about a 30 mine limit does not apply to the team I'm playing against. Remember if you see me on your team we only get 30 c4, if I am not on your side you get 100+ I'm not sure why. If you don't see my name on your team place as many c4 as possible in the dumbest places you can find. Stack them up if you can make them 6 deep so that they work like a beacon Put atleast 25 in one place so that you don't lose that one building. I'd reccomend the Barracks/HON those are the most important structures, Nobody need the power plant or Guard tower/Ob. The airstrip/weapons fact are highly over rated as well and the refinery is a joke You'll earn so much more money with the c4stack than that slow harvy could ever give you.[May 09, 2002: Message edited by: Fronrunner][May 09, 2002: Message edited by: Fronrunner][/QB]After editing your post twice, you still don't know how to spell.

Subject: The APC and Buggy Of Death!
Posted by [Anonymous](#) on Wed, 22 May 2002 12:39:00 GMT
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quote:Originally posted by ThunderChicken:After editing your post twice, you still don't know how to spell.Unlike some people I'm not **** retentive about spelling and could care less what you think.

Subject: The APC and Buggy Of Death!
Posted by [Anonymous](#) on Wed, 22 May 2002 12:41:00 GMT
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Also you have the word? "wantch" In your signature. I'm sure websters would love you for that!

Subject: The APC and Buggy Of Death!
Posted by [Anonymous](#) on Wed, 22 May 2002 13:20:00 GMT
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While I don't condone putting proxy mines on any vehicle for ANY reason, I think conservative useage of REMOTE c4 on rush vehicles (preferable buggy or humvee) can be legitamate. It only takes two, which is not a huge drain on the base defenses, and it WILL prevent the vehicle from ending up in enemy hands...provided you live long enough to detonate your remote c4. This works especially well on the fools who just steal the vehicle sitting behind their power plant instead of investigating. As soon as your c4 blows the plant, their ride is demolished. A rude awakening for sure.

Subject: The APC and Buggy Of Death!
Posted by [Anonymous](#) on Wed, 22 May 2002 13:31:00 GMT
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quote:Originally posted by eae:Firstly, more c4 = harder to disarm. Secondly, people from the other team will often be stupid enough to steal the vehicle first and not come see whose inside building. Finally, two Hotwires throwing mines and pistolling can much easier take down the repairing engie than the Hotwire alone.Firstly, the Buggy or Humvee can block off the entrance.Secondly, the humvee or buggy can sometimes get in the building a do damage (I seen it happen).Thirdly, a good infiltration team dieks out the opposition (i.e. stopping for a teeny bit behind the refinery, and moving on to the PP, and blowing up the PP)Fourthly, the driver can give the tech a ride home, while killing a few peeps.Fifthly(spelling?), if the driver is in a tank, he can distract the enemy by shooting a nearby building(not the building that is about to be blown up by ur engy's C4)Sixthly, he can alert the engy inside of any enemy personnel coming to investigate the situation.ENOUGH REASONS?? When the hotwire or tech is inside, it pays to have a vehicle nearby. This combo (call it what u want) works like 4 times as well as the "ditch the vehicle and get creamed by it after they steal it" strategy.

Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Wed, 22 May 2002 13:47:00 GMT

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if you put the mines on the vehicles where the enemy infantry could get in then it blows would probably give you more points.I mean, have it it blows after they get in the buggy, so you get points from damaging (possibly destroying) their vehicle. Just a suggestion.

Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Wed, 22 May 2002 15:03:00 GMT

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a better idea: DON'T PROX MINE VEHICLES!! had a hotwire plant her load of c4 on my new orca before I could get to it. I asked why, and the reply was "It helps". I, having nothing I could do about it, took my booby trapped orca...and promptly fell out of the sky when an apache buzzed by. Ok, it helps kill you faster. The hotwire probably assumed that I was going to attack, and wanted to bum some points off me. She did that all right, and got PERMANENTLY stuck on the 'ol hate list.Unless the driver specifically invites you to mine them , DON'T. If they don't SAY they want you to, then it generally means that they DON'T feel like going kerploolie.On the flip side, if there's no one around and I'm swapping vehicles(a hummer for a med tank), I will lay the remotes on the hummer so no enemies use it to run away. If it's your own credits, feel free to destroy it, but if it is someone else's tank, they get VERY p!ssed when they see it looking like a big proximity porcupine.

Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Thu, 23 May 2002 10:43:00 GMT

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[/QUOTE]Also please feel free to throw on as many c4 as you can so that your base is as vulnerable as possible. The rumor about a 30 mine limit does not apply to the team I'm playing

against. Remember if you see me on your team we only get 30 c4, if I am not on your side you get 100+ I'm not sure why. [/QUOTE]I wish more people would give handy information like this!So it was a rumor about the max. of 30 mines. I feel really guilty now for all the times I only placed a max. off 30 mines, and yelled to my teammates for placing too many. So that's why we (I) have lost all them times and my ****rank.From now on I have no time for offensive tactics I need all my time now placing mines all over the base. And best of all I shall tell my teammates to do the same!. I can smell victory already and will be soon Supreme commander.WOLname Dutchduc(Now everybody wants me on there team)

Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Thu, 23 May 2002 10:56:00 GMT

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quote:Originally posted by Duc:I can smell victory already and will be soon Supreme commander.WOLname Dutchduc(Now everybody wants me on there team) [/QUOTE]Oops forgot to say that I want to be Supreme commander of the noD off course. Or was it NOD?

Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Thu, 23 May 2002 13:44:00 GMT

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Sorta off topic, but I prefer taking the refinery out first... If ou take the PP or base defenses, your idiot teammates can get into the base, and surpass your score. If you get the refinery, the enemy team can still repulse your crappy teammates, and you can then easily destroy the HON/Bar and then the strip/fact. Otherwise some newbie with a flank just waiting outside the enemy base can usually rush in and get MVP for someone else's work. For example in city, if someone buys an apc, and goes for the PP, you should tag along as an adv. eng and take out the ref. If the PP goes... Oh well... Good job team... However, the enemies will see the apc go behind the ref and to the PP, and think that the ref is safe. You will almost never meet opposition, and your teammates will most likely get creamed inside the PP. If the PP does not go, you still got the ref, and the enemy is crippled, with no \$ to buy anything, much less rush or put up a decent defense...

Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Thu, 23 May 2002 14:23:00 GMT

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The point is to act as a team, not to go rambo, unless you DO take out something like a PP or defense. Who gives a flying fvck how high your score is compared to your teammates, as long as the team wins? Do the three letters MVP mean that much to you? Or do you care that much about the stupid pointless(how ironic!) ladder? All it is is pixels on a screen, score don't mean jack sh!t. You were still the one who made that last rush possible, so unless the team is made of n00bs, they give you some credit.And taking out the ref is a hobble, but not crippling in any way. IF the team is good, they will often get money and points from just killing people as infantry, until they have enough for a tank, then they proceed to clobber you. Most of the games I've been in that

have been won, have often been without refinery. Teams that start bad(say, with loss of PP/Ref) tend to work harder and more closely, and are more likely to win in my experience. Just like how some people drive/fly better when they have only 10% health! The sense of urgency is greater. It is also most satisfying to come out of a game with almost everyone on the team having a top score, especially with the early loss of a vital structure. It just makes people work as a team more. Now, others may have had different experiences, but once a structure is down, especially a defense or a power plant(or even vehicle production), the attackers seem to get very complacent, and that contributes to a good portion of the same surprise turnarounds. They figure "oh, they're crippled, they can't work as well", and neglect their own defense. Before you know it, BOOM!

Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Fri, 24 May 2002 00:10:00 GMT

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Duc, you've been duped. Don't become one of those people who throw mines every two feet over the entire map, then wonders why most of them disappear.

Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Fri, 24 May 2002 00:52:00 GMT

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No honestly this **** about a max of 30 mines is rubbish. I have even found out a new tactic: After placing mines all over your basis, start mining the tiberium field to finish off the harvester and tanks. They can't see the mines in the field!. Hope this will help your folks to become a General, unfortunately not Supreme, because that will be my rank soon. WOLname Dutchduc (at the moment Boy Scout, but that will change soon!, Hurray I'm not a nOOB, anymore)but a noD expert.

Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Fri, 24 May 2002 00:59:00 GMT

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no, really, without cheating, placing mines in the field is a REALLY BAD IDEA... It may get a moron harvester, but good players use the nice 'ol eyeball to look for these things.
