Posted by Oblivion165 on Wed, 25 May 2005 19:50:23 GMT
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Which brings me back to another one of my inventions.

The Gdi/Nod Perma-Mine:

These little guys spawn on map load, at all doors and at the entrances to bases. When someone triggers it, it doesnt go away, just stays put waiting for another.

Practically impossible to get past, though i got lucky once.