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Subject: Re: CnC Reborn Update: Hunter Seekers  
Posted by [Renx](#) on Sat, 02 Jul 2005 04:27:12 GMT

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danpaul88 wrote on Fri, 01 July 2005 15:59but if people planted multiple hunter seeker beacons then there would be swarms of them coming...and disarming the beacon would mean it would come and dissappear...although i guess thats not much different to renegade where if you disarm at the last second the nuke / ion cannon still attacks, but no damage is done...

You do realize that when you plant multiple beacons in renegade, multiple nukes/ions come, and when you disarm the beacon the nuke/ion blast disappears, right?

Although if it were made so the hunter seeking out the target was not just an animation, it could probably be made so if a beacon was disarmed then the hunter would explode where it was while on its way to the beacon.

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