Subject: Re: Base defence
Posted by bisen11 on Fri, 09 Sep 2005 16:18:38 GMT

EA-DamageEverything wrote on Wed, 07 September 2005 22:49M01_Hunt_The_Player_JDG
M05_Nod_Gun_Emplacement
M06_Thunder_Unit

M05 ussually screws up GDI units. And M06 is ussually for normal bots (soldiers) plus it spawns a Rocket launcher when the thing its attached to dies. and M01 is also for bots (soldiers/vehicles)....