Subject: Giving Harvesters Keycards Posted by Sir Phoenixx on Sun, 08 Jun 2003 12:32:41 GMT View Forum Message <> Reply to Message

Why don't you just make is to that when any harvester gets near the gate it opens? Wouldn't this accomplish the same thing as trying to give them "keycards"?

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums