Subject: Re: a beacon tactic Posted by trooprm02 on Wed, 10 Oct 2007 01:54:34 GMT View Forum Message <> Reply to Message

Ancient\_and\_forever wrote on Tue, 26 June 2007 07:52when placing a beacon, one way i found that really works is to plant 2.

Have the first one be planted someone less obvious, then one more or less in plain site.

If done right, all the hotties/techs/engis will convulge the one planted last, go to it, and repair it, while the other one is going off.

Shocking.

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