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Subject: Re: Tunnel Beacons

Posted by [Jerad2142](#) on Sat, 22 Jan 2011 21:00:58 GMT

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EvilWhiteDragon wrote on Wed, 19 January 2011 02:28halo2pac wrote on Wed, 19 January 2011 00:28If Westwood Studios thought tunnel beacons were a glitch they would have patched it. Since all developers extensively test their products. Hence again... Strategy.

Blue hell is a strategy now?

I blue hell myself whenever someone is about to kill my tank.

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