Subject: Custom kill messages Posted by egg098 on Sun, 23 May 2004 19:46:39 GMT View Forum Message <> Reply to Message

Detection has been completed for kills/building destruction/vehicles for BRenBot, and now custom messages are needed for them.

For example: Player1's Engineer 0wned Player2's Havoc with just his Pistol

If anyone has any custom kill messages they would like to put forward here's the place to do it -looking for interesting & funny ones - not just "GDI soldier vs. Nod Soldier"