Subject: Proxy Mines - through discussion / analyzation. Posted by Anonymous on Tue, 14 Jan 2003 15:18:00 GMT View Forum Message <> Reply to Message

quote:Originally posted by Rvddps:Ok --- HourGlass: 5 mines at AGT3 mines at WF door #13 mines at WF door #21 on WF MCT4 mines at Barracks front3 mines at PP door #13 mines at PP door #21 on PP MCT3 mines at REF door #13 mines at REF door #21 on REF MCTDo it like tht and no Nod will get in!(worked for meh!)If they can rush to your power plant or ref you really do something wrong.

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