Subject: Early-game points with little risk Posted by Anonymous on Thu, 27 Jun 2002 04:21:00 GMT View Forum Message <> Reply to Message

... and sometimes you get to kill the engineers trying to save the harvy, and any innocent bystanders that are near the harvy when the timed goes off.

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