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Subject: Re: nod stragedy

Posted by [w0dka](#) on Sun, 05 Mar 2006 09:49:14 GMT

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Feetseek wrote on Tue, 28 February 2006 17:40 Really? Using a flamethrower in a flame tank increases damage? I never knew that

oh ...sure... and a SBH that fires with laser on the top of the obi can give it energy to fire without pp....

but back2Topic....

Just another hint for Beacons... after deploy it place your timed there... hopefully it killes some engis...and if they try to disarm..block their repairbeams with your body and nuke them with laserifle...you will killed but maybe they cannot disarm it fast enough...

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