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Subject: Re: Tunnel Beacons

Posted by [Hypnos](#) on Wed, 19 Jan 2011 13:44:11 GMT

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EvilWhiteDragon wrote on Wed, 19 January 2011 09:28halo2pac 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?

Yeah man, great way of killing someone's Orca in an Apache, blue hell 'em!

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