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Subject: Re: Tunnel Beacons

Posted by [EvilWhiteDragon](#) on Sun, 23 Jan 2011 09:33:11 GMT

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Jerad Gray wrote on Sat, 22 January 2011 22:00EvilWhiteDragon wrote on Wed, 19 January 2011 02:28halo2pac 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?

I blue hell myself whenever someone is about to kill my tank.

You do know that on the server, the tank is still there eh?

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