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Subject: ChronoShift and Iron Curtain

Posted by [General Havoc](#) on Tue, 24 Feb 2004 22:16:47 GMT

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If you transported demo trucks they would detonate before they got chronoshifted. I found out this because I built 5 of the things, they were spread outside the weapons factory, I selected one to chronoshift and it detonated and then in turn detonated the other 4, wiping out the majority of my base

OT: I would love to see a M.A.D. tank in renegade. Be good if it say took down the power to the enemy base for 1 minute say. Whether the power to the base can be switched on and off using scripts is the problem.

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