Subject: Re: Post-placement beacon effects
Posted by CarrierII on Tue, 23 Oct 2007 20:59:46 GMT
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Starbuzz wrote on Tue, 23 October 2007 18:08

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NOTE: As with any game, there is a long-list of weird things that defy physics and logic in Renegade.

Such as driving through walls, Structures that don't fragment if you hit them with shells on the outside, provided an engi shoots a terminal, falling through the map etc.