
Subject: Re: Renegade related multimedia sticky [56K = No]

Posted by [Dover](#) on Sun, 04 Oct 2009 23:40:07 GMT

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Ever have those times when the harv's AI stops when the PP dies? Here's me trying to put it to some use instead of just having it sit on the air strip.

Here's using it to stop GDI APC rushes from under the bridge:

Here's a solution that involves less free points for the enemy:

Map ended, so I tried it on Walls:

These screenshots are ancient, but still kind of amusing, I guess.

File Attachments

1) [image.fetch.php.jpg](#), downloaded 798 times



2) image.fetch.php (1).jpg, downloaded 812 times



3) [image.fetch.php \(2\).jpg](#), downloaded 795 times



4) [image.fetch.php \(3\).jpg](image.fetch.php (3).jpg), downloaded 804 times

