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Subject: 'sneaky' beacon placement

Posted by [Anonymous](#) on Mon, 15 Apr 2002 19:43:00 GMT

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quote:Originally posted by n00by One Ken00by:I agree with absinthe : very evil idea and very expensive too but interesting tough... It makes me thinking about the dirty double nuke on C&C\_field to destroy the GDI infantry barracks... i'v never needed to double nuke the barracks before. I did needed double ion and a grenader for airstrip though. Odd both beacons does like \\\%49.99 damage so there is like 1 or 2 hp left on airstrip.

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