

---

Subject: Re: Tunnel Beacons

Posted by [Starbuzz](#) on Thu, 20 Jan 2011 04:04:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

cmatt42 wrote on Wed, 19 January 2011 20:19Starbuzz wrote on Wed, 19 January 2011 18:00But it IS NOT fair when there's half of a map's hill covering it lol. If anyone can't see the sense in that, then I blame it on TAPS Syndrome.

So pretty much the nuke/ion cannon shouldn't do damage inside the tunnels, but only to the area on the outside, e.g. buildings, vehicles, and infantry. Makes sense to me.

Imfao

why twist what I said.

---