

---

Subject: Re: Tunnel Beacons

Posted by [EvilWhiteDragon](#) on Thu, 20 Jan 2011 10:45:03 GMT

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

---

Technically the nuke/icn should just do damage where it first hits some mesh. So in tunnels it would be somewhere on the hill. In a building it will first hit the building, and thus damage the building most, and a lot less than the inf on the ground.

---