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Subject: Re: Tunnel Beacons

Posted by [liquidv2](#) on Sun, 23 Jan 2011 16:27:10 GMT

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EvilWhiteDragon wrote on Thu, 20 January 2011 11:45 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.

that means on canyon GDI can do an ion cannon beacon under the nod base in the tunnels behind the pillars and kill the airstrip with complete cover

i'm glad it doesn't work that way

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