

---

Subject: Re: Beacon Damage Radius

Posted by [StealthEye](#) on Thu, 06 Sep 2012 15:51:39 GMT

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

---

I do not think that this was intentional. Is this new in RC1? Could someone give a good location to test with? I will not be able to look at it before the weekend personally.

Edit: Whitedragon already provided such location.

---