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Subject: ever wonder how much damage a beacon does?

Posted by [Griever92](#) on Sun, 09 Mar 2003 18:50:44 GMT

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Well, I just finished testing this, but i was doing a LAN game on the DMHand map and got my Health and Armor up to 1200 each. Set a beacon right under me, waited... The beacon took off all Armor and all but 290 health. So, if you do the math, Beacons Do 2110 Damage.

I dont see why westwood would have made them do this much damage, since Buildings only have about 1000 Health including armor. As well as Vehicles and Infantry, nothing can stand the power of a beacon. Unless of course you collect 50+ Armor and Health Upgrades.

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Subject: ever wonder how much damage a beacon does?

Posted by [laeubi](#) on Sun, 09 Mar 2003 19:20:16 GMT

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not the becon does damage, the explosion takes damage (btw: 2500)

This makes sure, that a buldingg even gets destroyed if it is a bit far away from the building.

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Subject: ever wonder how much damage a beacon does?

Posted by [NHJ BV](#) on Sun, 09 Mar 2003 19:47:11 GMT

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In MPP, a beacon can destroy multiple buildings...

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Subject: ever wonder how much damage a beacon does?

Posted by [England](#) on Sun, 09 Mar 2003 21:15:34 GMT

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On mesa you can take out the pp and air in one

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Subject: ever wonder how much damage a beacon does?

Posted by [Crimson](#) on Sun, 09 Mar 2003 22:06:10 GMT

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They tried lowering the damage of the beacon to fix the "tunnel beacon" problem in Field, but sometimes it wouldn't destroy the building when it was IN the building. That damage ratio was tweaked quite a bit and where it is is optimal.

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Subject: ever wonder how much damage a beacon does?  
Posted by [Sk8rRIMuk](#) on Sun, 09 Mar 2003 22:22:28 GMT  
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I believe Ion cannon beacons have 2500 damage strength and so do nukes well that is if Blazer is correct...

There are loads of information in his Renegade Stas page here -->  
<http://poosay.com:5150/~blazer/RenStats.html> ...

Hope you find this most helpful.

-Sk8rRIMuk

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Subject: ever wonder how much damage a beacon does?  
Posted by [Majiin Vegeta](#) on Mon, 10 Mar 2003 03:04:42 GMT  
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i once planted a beacon on the strip (on ramp in center) it went off and left the strip with like 1hp..took about 5 pistol shots to finish the strip

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Subject: ever wonder how much damage a beacon does?  
Posted by [Halo38](#) on Mon, 10 Mar 2003 03:14:19 GMT  
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It destroys buildings! good enough for me!

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Subject: ever wonder how much damage a beacon does?  
Posted by [Griever92](#) on Mon, 10 Mar 2003 18:23:03 GMT  
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Halo38! It destroys buildings! good enough for me!

Yep, just interesting.

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