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Subject: Please think about tis next time you place a beacon!

Posted by [Anonymous](#) on Thu, 16 May 2002 15:33:00 GMT

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quote:Originally posted by dmc321:And remember a beacon can still be disarmed until the bigbang comes. So dont runaway when you hear some strange sounds.Hehe, once, in walls, Nod set a beacon in the war factory, me and a hotwire found it and started to disarm it, but since we got there kinda late the missile started to fall, soon after the hotwire ran off but I stayed. A few seconds later I managed to disarm the beacon, but the funny (and very freaky thing is) I could see the missile in the factory. It was literaly 1 second from hitting. I laughed so hard at that.

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