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Subject: Single nuker in 16 vs 16 game

Posted by [FoxURA](#) on Tue, 03 May 2005 03:58:50 GMT

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tunnel beacons are annoying and generally useless on most maps... However, it is entertaining when the enemy does it... It makes it so much easier to determine whether they're noobs or not. I have seen five or more beacons deployed in tunnels simultaneously, and only once did the beacon weapon cause any damage to a structure out of several attempts in several different games on several different maps.

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