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Subject: Re: Tunnel Beacons

Posted by [cmatt42](#) on Thu, 20 Jan 2011 02:19:32 GMT

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Starbuzzz wrote on Wed, 19 January 2011 18:00But it IS NOT fair when there's half of a map's hill covering it lol. If anyone can't see the sense in that, then I blame it on TAPS Syndrome.

So pretty much the nuke/ion cannon shouldn't do damage inside the tunnels, but only to the area on the outside, e.g. buildings, vehicles, and infantry. Makes sense to me.

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