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Subject: Re: Tunnel Beacons

Posted by [Spyder](#) on Thu, 20 Jan 2011 10:43:02 GMT

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cmatt42 wrote on Thu, 20 January 2011 03:19Starbuzzz 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.

That's where my theory comes walking through the door...

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