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Subject: Beacon Damage Radius

Posted by [liquidv2](#) on Thu, 06 Sep 2012 14:38:16 GMT

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can the beacon damage radius please be put back to where it was? it has the potential to create serious tactical issues now

Iran pointed out that two well-placed beacons in the tunnels on Field can kill the enemy ref

on the map Complex people started tunnel ioning the airstrip from a place that never used to work - the possibilities of beacons from illegitimate places is seriously increased because of this, and i'm not sure whether or not it was TT's intention to do so

by illegitimate, i mean through walls, behind cover, and from places that the enemy team has a much harder time defending (and should not really have to defend)

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