
Subject: Question about the Nuke Strike and Ion Cannon
Posted by [Deactivated](#) on Fri, 12 Dec 2003 19:32:26 GMT
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[REHTSpirit]

Objects->Cinematic->Beacon_Animations->Beacon_Nuke_Strike->Beacon_Nuke_Strike_Anim_P
rearen't use, I think they're in the Simple area.

I guess they work like regular beacons, but don't have countdown for them.
