
Subject: tunnel beacons on a certian map
Posted by [cncnick13](#) on Sun, 26 Aug 2007 05:06:25 GMT
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on a map i forgot name if you put two tunnel nukes or ions near refinery in tunnel it will be destroyed

Subject: Re: tunnel beacons on a certian map
Posted by [Starbuzz](#) on Sun, 26 Aug 2007 05:23:23 GMT
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Yes on the map Field...this is very old news. Also, tunnel beacons are not allowed in most servers.

Subject: Re: tunnel beacons on a certian map
Posted by [cncnick13](#) on Sun, 26 Aug 2007 06:24:44 GMT
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ya but they still do it anywayz.

Subject: Re: tunnel beacons on a certian map
Posted by [sadukar09](#) on Sun, 26 Aug 2007 12:08:47 GMT
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...which is why they get kicked

Subject: Re: tunnel beacons on a certian map
Posted by [puddle_splasher](#) on Mon, 27 Aug 2007 10:22:04 GMT
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cncnick13 wrote on Sun, 26 August 2007 00:06 put two tunnel nukes or ions near refinery in tunnel it will be destroyed

OMFG H4X0r!!! You have a refinery in tunnel

It should have read "in tunnel, near refinery"

Subject: Re: tunnel beacons on a certian map
Posted by [JPNOD](#) on Tue, 28 Aug 2007 09:03:30 GMT

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Not just field

Subject: Re: tunnel beacons on a certian map
Posted by [cncnick13](#) on Wed, 29 Aug 2007 00:54:02 GMT

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not just field?

Subject: Re: tunnel beacons on a certian map
Posted by [AoBfrost](#) on Wed, 29 Aug 2007 03:14:50 GMT

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This is crap, tunn beacons are lame are retarded, they are easily guarded when in the tunnels, placing a beacon close to a building, and having a sbh or a sniper defend from tunnel is always a good idea, being noob and placing tunn beacons will get you banned.

Subject: Re: tunnel beacons on a certian map
Posted by [cncnick13](#) on Sat, 01 Sep 2007 03:06:23 GMT

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well i dont. infact i hate it!!!

Subject: Re: tunnel beacons on a certian map
Posted by [Sn1per74*](#) on Sat, 01 Sep 2007 04:29:58 GMT

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cncnick13 wrote on Fri, 31 August 2007 22:06well i dont. infact i hate it!!!
Lol. You made a topic about it, and then you say you hate it? I used to do that in like... kindergarten.

Subject: Re: tunnel beacons on a certian map
Posted by [Starbuzz](#) on Sat, 01 Sep 2007 04:45:22 GMT

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Sn1per74* wrote on Fri, 31 August 2007 23:29cncnick13 wrote on Fri, 31 August 2007 22:06well i dont. infact i hate it!!!
Lol. You made a topic about it, and then you say you hate it? I used to do that in like... kindergarten.

FFS leave him alone! LOL

Subject: Re: tunnel beacons on a certian map
Posted by [cncnick13](#) on Sat, 01 Sep 2007 17:34:11 GMT
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well now i hate it!!!!

Subject: Re: tunnel beacons on a certian map
Posted by [trooprm02](#) on Sat, 01 Sep 2007 21:13:24 GMT
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This whole topic is wrong...it doesn't take 2..Nod can take out GDI ref with 1 nuke...

Subject: Re: tunnel beacons on a certian map
Posted by [Tunaman](#) on Sat, 01 Sep 2007 21:20:30 GMT
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With 1 nuke in the tunnel? lol?

Subject: Re: tunnel beacons on a certian map
Posted by [trooprm02](#) on Mon, 03 Sep 2007 04:27:47 GMT
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Yep.
