
Subject: Re: CNC: Reborn Updates!

Posted by [Titan1x77](#) on Sun, 10 Jul 2005 23:46:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

danpaul88 wrote on Sun, 10 July 2005 09:40well the only solution to that would be to make sure there were ladders or stairs to all areas the jumpjet could put a beacon...

Also keep in mind that we can change the detonate time to whatever we want....seeing these buildings will be huge the time will be increased for finding those beacons.....and some of the infantry will have binoculars to zoom in around the base, Tech's wont have a problem finding them or disarming them at all.
