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Subject: An idea for beacons.

Posted by [Anonymous](#) on Sun, 03 Mar 2002 03:08:00 GMT

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I find it too easy as NoD black hand stealth hand to walk up to a GDI building plant a beacon beside it. Esp in those maps without AGT or obelisk. What I suggest is to have each building contain a pedestal where only a beacon can be planted on. If u plant it anywhere else, even beside the building, u can't destroy the building. Or plant it only on the MCT.

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