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Subject: The Top of the Hand Of Nod

Posted by [Jecht](#) on Sun, 29 May 2005 23:28:02 GMT

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AircraftkillerYeah, it's a shame that the multiple floors weren't implemented for all the buildings. The elevator access to the roof allows for a great spot to hide beacons as the GDI, or defend from as Nod.

yea, and the basements wouldve been great for for beacons too. (They are on FieldTS)

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