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Subject: Re: My Two Cents on Non00bs  
Posted by [Crimson](#) on Wed, 05 Jul 2006 17:51:32 GMT  
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It's not part of the game intentionally. During the beta test, Westwood tried to tweak the beacons so they couldn't hurt the building in that instance but this is as close as they could get. This was not something they intentionally put in the game.

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