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Subject: Re: Beacon Pedestal

Posted by [bisen11](#) on Sun, 09 Sep 2007 04:06:27 GMT

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No... I think there's two seperate GDI and Nod Peds so it knows who can place it to make it end game. But there's 2 kinds as well, one that has health when you look at it (the one you don't use and i don't think works) and the normal one.

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