
Subject: Re: Tunnel Beacons

Posted by [Dover](#) on Wed, 26 Jan 2011 17:41:34 GMT

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I'm not convinced there's anything here that needs "fixing". It's only "unfair" and "cheap" (barf) if the playerbase doesn't learn how to deal with it, and they'll never be forced to if this "bug" is patched out of existence. C&C_Field could use a bit of shaking up, anyway.
