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Subject: Self-repairing beacons

Posted by [Imdgr8one](#) on Sat, 21 Feb 2004 23:44:04 GMT

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I can't believe this new thing. I was playing on renstation and for whatever reason, whenever someone repairs a beacon after a few seconds it goes to full health, thus making it impossible to repair. Has anyone else seen or experienced this? And what is going on!!!! The guy who layed the beacon has been around for awhile.

Ugh, this makes renny no more fun.

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