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Subject: Is PT beaconing unfair?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 05:53:00 GMT

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No because shooting at the hand ain't a bug. It might be a design flaw, but it ain't a bug. All maps have spots from which you can shoot at buildings with little danger to yourself. And Nod usually has the disadvantage in that respect, but I think the maps are balanced enough, without resorting to taking advantage of a bug.

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