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Subject: Re: Tunnel Beacons

Posted by [EvilWhiteDragon](#) on Mon, 18 Sep 2006 15:55:39 GMT

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Jonty wrote on Mon, 18 September 2006 16:25: Another thing that is worse is when there's a map that has flying vehicles but the maker didn't put stairs to the parts of the building, so if someone plants a beacon on top of the HON, for instance, nobody can disarm it unless they buy a helicopter and fly up there.

That's just a fan map that shouldnt be played

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