Basicly, when it is charged up, you can enter a zone to activate it.
For a limited time (settable when you use the script in ur map), it makes your buildings
invulnerable to all weapons (except for a weapon big enough to kill it from full to dead in one hit
which means it wont stop a beacon unforutnatly, this "bug" is an engine limitation)
There is another script that I have created that works differently and may overcome this limitation
but until all these scripts are tested, I cant say for sure.

Anyhow, the coding for it is finished but it hasnt been tested yet.