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Subject: Some new patch ideas

Posted by [Anonymous](#) on Thu, 21 Mar 2002 11:06:00 GMT

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I think they should redo the maps, put more AGT's for the GDI and maybe 2 more turrets for the NOD. Plus they should include base defenses for all the maps. Am getting tired of playing those maps without base defenses. Plus some more new maps might be in order. The current ones are getting rather boring especially the harvester bug on majority of maps.

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