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Subject: Manual turrets, and defensive structures.

Posted by [SuperFlyingEngi](#) on Tue, 13 Jul 2004 18:23:54 GMT

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You could make a really awesome map if you have one side trying to capture the other's entrenched base. You could have it be an uphill battle, with tank holes and many bunkers going up the mountain, and people-controlled turrets would add to this quite a bit. Some day, I'm going to learn how to make Renegade maps and put this together.

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