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Subject: Manual turrets, and defensive structures.  
Posted by [KIRBY098](#) on Wed, 14 Jul 2004 13:28:20 GMT  
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I was thinking lower key, like Blazer is talking.

Just something to spice things up, and force tactics to change from the standard rush, and win in five minutes.

I rarely see co-ordinated attacks based on real tactics used. When they are it is an amazing thing, and forces the opposing force to upgrade thier tactics to break the stalemate.

The rush uses no skill.

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