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Subject: Re: You might be a noob if...

Posted by [flyingfox](#) on Tue, 26 Jul 2005 03:03:44 GMT

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136. you change important things when making a map, like increasing the mammoth missile range, winding up in very unbalanced fights between infantry and mammoths. especially bad when the missile range is higher than mendoza's volt gun, rendering it pointless to give chase to a mammoth.

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