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Subject: Re: C&C\_Crevasse

Posted by [Sean](#) on Thu, 22 Sep 2011 08:27:19 GMT

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Cool looking map, the only thing that I'd be worried about is tunnel beacons - sure you can mine, but they can always be disarmed. Can you put something in place/change the layout a tiny bit so that tunnel beacons wouldn't be possible?

Other than that, it looks like a great map.

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