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Subject: Re: Map rating

Posted by [Aircraftkiller](#) on Tue, 18 Oct 2011 06:59:36 GMT

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Stock levels aren't a lot of fun, either. They're either a canyon or a set of islands that happen to have little in the way of cover and "funnels" for vehicles to drive through. Artificial choke points clog up vehicles so that you're forced to travel one at a time, and base defenses sitting on choke point kill zones make it easy for Artillery to camp a spot and make it nearly impassible.

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