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Subject: Re: Collecting map issues for a possible set of fixed maps

Posted by [iRANian](#) on Thu, 27 Oct 2011 13:30:09 GMT

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I know about the issue with the Airstrip but it also affects other maps. If someone could give me the exact spot(s) it happens on I'll try to compare it with a modified Ion Cannon Beacon that does a lot more damage. I don't think it's map specific.

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