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Subject: Re: Jelly

Posted by [dubstar](#) on Thu, 10 Sep 2015 21:56:38 GMT

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liquidv2 wrote on Wed, 09 September 2015 15:01

Do you think putting small base defenses on rush maps would have made them more playable or sustainable for Marathon?

using guard towers and turrets would make it more playable IF they respawned, way too easy to kill and usually get destroyed within 15 minutes

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