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Subject: More New SWMOD Screenshots

Posted by [SuperFlyingEngi](#) on Wed, 12 May 2004 00:26:03 GMT

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Oh, make it so players start way away from the trench and out of turret range, and have to shoot down in to the trench to avoid a ton of turbolasers that would kill a plane in about 4 seconds. Also this would encourage en masse attacks.

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