
Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by [Crimson](#) on Tue, 29 Jun 2004 16:53:46 GMT

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Yeah, because there's also moving all of your team into a building to destroy it or defend a beacon...

but I thought it might be fun to have a DM where you get randomly summoned to other players and have like, x seconds to kill them before you teleport somewhere else.
