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Subject: Just a thought

Posted by [DanSolo](#) on Mon, 05 Jul 2004 14:16:21 GMT

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I would argue against this, as if it werent enought taking away the ramp jump on mesa (a perfectly valid tactic, which off-sets the arty-tech-cave advantage). In doing this you would run the risk of turning a perfectly good map into a piece of crap. There are plenty of tactics to get out, if you are trapped. What dont need is another tunnel filled lagfest such as glacier.

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