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Subject: Mine Matters

Posted by [flyingfox](#) on Sat, 01 Jan 2005 20:26:58 GMT

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The airstrip is easy to defend owing to it's tight space.

..unless you give a hotwire time to lay all of her proximities at the door, in which case you can't get through no matter what character. you'll need another teammate for that. a smart hotwire'll lay the proxies first..

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