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Subject: Unique Map Idea -- Twenty-Million Structure Maps

Posted by [genetix](#) on Fri, 29 Apr 2005 23:03:32 GMT

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Something that would be unique(because of the "drop in an ongoing batttle theme") is vehicle shells created in random places among a decolate place on the map.

Then if a player found one he could repair it and have a tank early. Having them appear at different points each game would stop people from simply running to the spot where they are created at the start.

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