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Subject: Re: Another WIP map.  
Posted by [Naamloos](#) on Wed, 11 Jan 2006 23:47:39 GMT  
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I already named the benefits teleporters have over normal map layouts for this somewhat special gameplay.

Vehicles will still be used but they may not always be usefull unless you are attacking turrets and other heavy defences.

And you won't be able to run trough the map. I'll make sure getting from 1 teleporter to another will need a lot of teamwork.

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