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Subject: Re: Disabled Buildings

Posted by [Nukelt15](#) on Sun, 29 Jan 2006 22:51:13 GMT

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Meaning that every map would more than likely be over or at least decided before any of the advanced structures come up. How long do most maps with no defenses last, on average? Less than ten minutes? Yeah, no thanks, there's a good reason why all the high-level crap is available right away- that way, there's something to stop people from pulling 30 second basic soldier rushes on at least SOME of the maps.

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