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Subject: Re: Sniper maps

Posted by [Zion](#) on Fri, 21 Jul 2006 21:32:29 GMT

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All this can be done serverside, however, if you block the way to the tiberium field the harvester will get stuck.

Also, SSAOW allows this aswell, just change the game mode to sniping (can't remember what number, i think its 3) and only have the maps you wish in the rotation, buildings are not destroyable either.

Shouldnt this be in the "Mods" forum?

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