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Subject: Re: War factory die zones

Posted by [Xpert](#) on Wed, 10 Oct 2007 21:18:27 GMT

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I gave up on trying to fix this. I tried what Goztow tried but that didn't seem to work.

Btw, Mesa is also another map with the zone way too big. It's a bi\*\*\* in clanwars because your trying to use the wall to dodge arty shots and you get owned by the harvester coming out of the WF.

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