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Subject: Re: How does the obilisk choose its targets?

Posted by [reborn](#) on Tue, 28 Oct 2008 20:35:31 GMT

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Me too, an intelligent base defence could impact games massively. Infact, whilst some players would pick up on this, I fear all it would largely accomplish is thwarted efforts of teamwork. Probably best to leave it alone, but it's interesting all the same.

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