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Subject: a little bit bored :-)

Posted by [icedog90](#) on Wed, 12 Jan 2005 02:24:36 GMT

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SparxxxYes, but Battlefiled is desgined for it.

I know. I think Westwood changed some parts, because some things are different from the Bradley m2a1.

Half-Life 2 doesn't have to be designed for it. I can easily make a quick map in Hammer that is really big, has hills, and has a lot of open space. It will run perfectly fine.

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