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Subject: CP 2 Maps

Posted by [flyingfox](#) on Thu, 03 Mar 2005 21:20:10 GMT

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Spoonywith the bugs smoothed out (tunnel beacons, base 2 base, ob walk and the bad spawnpoint in the Hand) and Ramjets nerfed.

I wouldn't nerf tunnel beacons, they give you a reason to stick around there.

Plus some renegamers consider a tunnel beacon to be tactically useful and fair (since either team can do it)

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