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Subject: the future of sniping servers

Posted by [vloktboky](#) on Tue, 13 Jan 2004 01:27:02 GMT

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Majiin Vegeta the buildings on certain maps would not blow up.. untill they was shot by an enemy.. :/

Yes, that has been fixed. The WF/Air will now blow at the start of the map, regardless of any scenario.

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