
Subject: need more players on the t&s forum server!
Posted by [Anonymous](#) on Sun, 21 Apr 2002 13:57:00 GMT
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But take into consideration that for example on Mesa the AGT will automatically begin firing on the Nod harvester - giving Nod a small advantage in points (because of the repairs).EDIT: What if someone would set up a BC server? Now THAT would be fun![April 21, 2002: Message edited by: Admiral Rawsher]
