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Subject: Mod problem.

Posted by [SuperFlyingEngi](#) on Sun, 11 Jul 2004 02:10:24 GMT

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I must have mis-typed that segment right there...you wouldn't actually know what the problem is with building health is, would you, Sir Phoenixx? Some of the buildings in Fjord [barracks and con yard] don't seem to be at full health when they actually are...

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