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Subject: FieldTS - a big mistake...

Posted by [visorneon](#) on Tue, 14 Dec 2004 17:10:24 GMT

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I dont like the fact you can walk in to either base with a technician and kill the agt/ob, i dont get why the doors on the barracks are the other side? seems stupid just asking for a technician to walk in and blow up any building he wants

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