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Subject: buildings inrepairable, friendly fire?

Posted by [uurmek](#) on Sat, 28 May 2005 15:20:42 GMT

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csskillerall that would do is make the teams play Destroy the enemy base before they destroy ours

Unfortunately that doesn't seem much different than what usually goes on. Especially yesterday, I was on a server with a bunch of newbies (or well, at least names I didn't recognize) and I found myself as the only one mining, repairing, or playing defense in general.

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