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Subject: buildings inrepairable, friendly fire?

Posted by [Kanezor](#) on Sat, 28 May 2005 15:40:20 GMT

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Not being able to repair buildings: free

Telling people to defend the base: free

Knowing that when they do, they will only be wasting time: free

Watching people say that they wouldn't defend even if it didnt waste time, meaning that they have no sense of teamplay: priceless

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