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Subject: Re: Forest Of Death mod (Actual name TBA)  
Posted by [GEORGE ZIMMER](#) on Sat, 24 Jun 2006 04:16:00 GMT  
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That's what I thought, I just wanted to make sure it wasn't different between tanks and infantry.

Another question (Though I'm pretty sure it's a stupid one) Is it even possible to maybe make a script on a spawner so it can change your team? Or a teleport point? It'd be pretty cool to, it could open up ways to have multiple teams if set up properly...

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