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Subject: Re: Anti-spawn killing

Posted by [Wiener](#) on Fri, 05 Dec 2008 09:25:25 GMT

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I wouldn't want that. Example: when I c4'ed a mct and someone spawns in that building, I immediately shoot (and hopefully kill him). Technically thats spawn killing but as Goz said, the one defending always has the possibility for a quick pt refill

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