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Subject: GDI & Nod Teleporters (attention General Havoc again!!!)

Posted by [General Havoc](#) on Tue, 11 Mar 2003 16:49:34 GMT

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I'm not sure about that. I know what you mean you would want it to "telefrag" the other player that you spawn into. It may be possible to stop the enemy using them though, there are some scripts that may allow that.

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