
Subject: *spam and flame free area* Nod Warfactory
Posted by [exnyte](#) on Tue, 20 Jan 2004 08:22:12 GMT
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Oh no! Heaven forbid this challenges a team... If they were any good, they would be able to find and disarm the beacon in time, no matter where it's placed... If they can't, they deserve to lose their war factory.
