
Subject: *spam and flame free area* Nod Warfactory
Posted by [xpontius](#) on Fri, 23 Jan 2004 17:53:56 GMT
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I know what you mean. Though almost all times Ive been in a nondefense game, a beacon on the tip of the airstrip, whether it be canyon, islands, complex, or alot of fan nond maps, a nod engineer is usually at there most vulnerable when trying to get it.
