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Subject: question > buildings infantry only map

Posted by [Anonymous](#) on Thu, 05 Dec 2002 07:04:00 GMT

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Hmmm... It might be possible using spawners if you could somehow figure out what script the harvester uses...You would have a new harvester spawn at the refinery unless you set it not to, and if not, you would want to make it very strong so people would have a tough time blowing it up.

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