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Subject: Base Defense don't work

Posted by [ghostSWT](#) on Sun, 10 Oct 2004 10:47:34 GMT

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I just found a posable problem, after updating to CP1 AGT guns are gone on field.mix and under.mix and the oblisk and turrets don't shoot (this is on a 1 player Multiplay LAN) on MP practice the AGT guns are there and everything works

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