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Subject: Drop Weapons

Posted by [Creed3020](#) on Sun, 23 Jan 2005 16:27:44 GMT

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Would really like some help with this.

The game seems to un-balanced with this turned on. One soldier can kill a building by killing two engineers in one building, use their remote c4 and use his timed c4 and boom.

The code is correct so I wonder if this function is built in yet or not?

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