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Subject: Teamwork still exists on non-clan games !?!  
Posted by [eggmac](#) on Tue, 11 Mar 2003 20:32:08 GMT  
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yeah, it's nice teamwork of course, but this happens all the time (at least on GSA 24-player-servers). Now if the enemy team was also well organized, it could have been a funny game (4 hotties repairing while 4 meds keep bashing on the stanks..)

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