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Subject: Re: C&C\_Name\_Not\_Decided.mix  
Posted by [GEORGE ZIMMER](#) on Wed, 14 Oct 2009 13:09:42 GMT  
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ErroR wrote on Wed, 14 October 2009 05:34also separating buildings from each other is a bad idea  
Yeah, unless they're indestructible, it's almost always a terrible idea.

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