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Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Mon, 09 Dec 2002 06:15:00 GMT

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infantry to a set location on the battlefield, but that would give the Allies a huge early advantage (harvy killing), besides, a smart Soviet would mine the destination site -The Chronosphere teleports Infantry to a random location on the battlefield (it chooses 1 out of, say, 20 locations.-A stealth suit would give GDI more chances to steal Nod's vehicles

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