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Subject: Re: CP 1 and 2 Maps: Biased towards Nod?  
Posted by [JeepRubi](#) on Mon, 17 Apr 2006 12:23:05 GMT  
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No, your all wrong. You make a couple invisible turrets shooting a rapid fire weapon (bullets are also invisible) that does 0 damage. When a stealth tank or SBH comes in range it is revealed but not damaged.

If you want to make a sensor array, just put the invisible turret ontop of the sensor and have it shoot automaticly.

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