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Subject: Re: on a marathon, killing weapons factory early...

Posted by [R3N3G1DE](#) on Fri, 29 Jun 2007 20:16:20 GMT

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I wouldn't really go for the light masses, as they give out shells. Also there would be hotties that would repair the tank, which is a bad sign for Nod. (Only if shells were included)

Still, invisible or not, the attacking sounds tells you weather if the tanks are invading unless you don't got speaker.

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