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Subject: Re: New Turret Weapon

Posted by [Slave](#) on Fri, 05 Oct 2007 17:32:04 GMT

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Do note that this is not 100% server sided. The only thing that is, is the resulting damage. On the client it will always look like the turret fired its default shell.

Hey officer, stop being an ass. If you think you're funny, think again.

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