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Subject: Re: SBH

Posted by [GEORGE ZIMMER](#) on Sat, 10 Oct 2009 21:57:19 GMT

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I wouldn't mind a script that makes it so certain AI can't see stealthed characters until they unstealth or are at X distance (x being able to be specified by the unit that would be seeing the stealthed person).

AGT seeing stealth is fine though, if they couldn't, Nod would be terribly overpowered.

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