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Subject: scripts.dll 1.4...

Posted by [OrcaPilot26](#) on Tue, 27 Jan 2004 20:01:53 GMT

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What about some sort of mobile radar jamming device, where if you get a certain vehicle within a range of the enemy's comm center (in a script zone) Their radar gets disabled, and when you exit the zone, it comes back on. This could serve as cover for infantry infiltrating into an enemy base, not to mention a distraction so the enemy goes after the jammer.

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