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Subject: C&C Commando : Nod Turret

Posted by [htmlgod](#) on Tue, 04 May 2004 11:01:52 GMT

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Whats the idea of getting inside a turret that doesn't have any viewports or windows. And even if you could fit a person inside, that would be somewhat unethical, since being right behind the barrel of a cannon in a metal room the size of a porta-potty would almost certainly be deafening. But, you know, whatever flies.

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