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Subject: Pre/post patch stank visibilty

Posted by [Anonymous](#) on Mon, 27 Jan 2003 18:26:00 GMT

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I seem too be able to be able to see stanks from a much greater distance after the patch. On Complex, I could see them everyone once and a while when they were in their base, and I was on the top of the center hill thing. Maybe they were being hit by stray bullets or whatever, but they seem much more visable, which sucks.

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