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Subject: Re: Red Alert 2: Apocalypse Rising Update  
Posted by [Alexraptor](#) on Sun, 04 Jun 2006 17:29:39 GMT  
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i dunno that sounds unfair from the tank drivers point of view, its not like the standard stealth, where the stealth/cloak wont drop as soon as it fires, in this case the mirage tank needs to be imobile to be able to move at all

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