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Subject: Re: revive a building?

Posted by [SeargentSarg](#) on Fri, 02 Feb 2007 14:48:01 GMT

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As far as I know..

The Nod Turret preset is set as a building. Correct my if I am wrong.. But if it is set as a building, and it is destroyed (you see the turret without the head) and in black cell you can pay to revive it.. Which therefore would create a revived building..

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