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Subject: Nod Artillery "reload" sound missing

Posted by [Phoenix - Aeon](#) on Sat, 01 May 2004 05:47:55 GMT

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An MRLS doesn't have a rotating turret, trust me, I've seen the bastards in real life. But then again, the real things have a range of 32km and the ability to devastate a square 1 km across in 1 volley so... whatever works.

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