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Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects  
Posted by [PointlessAmbler](#) on Tue, 27 Jun 2006 22:20:09 GMT

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So far targeting is left unhindered, but Allied units are cloaked when not firing. Buildings are unaffected, so it's certainly possible to rush the enemy Gap Generator and destroy it before it becomes a real problem.

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