
Subject: Forget the APC rush... (about flying vehicles)
Posted by [Anonymous](#) on Tue, 26 Feb 2002 04:31:00 GMT
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In original c&c, obelisks can't shoot air targets. Nod must rely on SAMs. AGTs, however, could traditionally only fire MLRS rockets which *are* capable of blowing up air units. The thing is, these new maps are probably being designed with anti air in mind. There's also the fact that they need maps which contain helipads in them. You can't produce choppers in a vehicle factory
