
Subject: Re: Very Good Thread about Ren Lag
Posted by [warranto](#) on Sat, 14 Jan 2006 17:57:35 GMT
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Interesting read.

Still doesn't explain why I can never seem to damage most buildings while firing from on top of the Hourglass hill with Nod's mobile artillery unit, though.

(Yes, I know I'm in range, and that the shells are impacting the building)
