
Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by [Stallion](#) on Tue, 06 Jun 2006 23:04:24 GMT
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1. about the mobile fortress. Will it be able to run over and kill tanks by doing so? Also, will soldiers be able to fire there guns out of it like in the original game?

2. about the carrier/ships. I think it would ruin the original concept to make it a structure, can't you make a script to make it so it fires the planes kind of like a weapon then have them still run there standard attack?
