
Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by [OWA](#) on Wed, 07 Jun 2006 15:49:36 GMT

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1. Battle fort will run over tanks
 2. Aircraft carrier needs work and its going to be manned by more than a single person. Team work will play a vital part in this mod. The ACC maybe too big to fit in normal game situations so we shall have to do some testing to see whether it will work or not.
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