
Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [PsycoArmy](#) on Mon, 10 May 2004 10:58:35 GMT
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BlazerYeah my only worry was that you could damage it by hitting the invisible worldbox part, which would totally negate the usefulness of it going underground.

OMG! you can't damage worldbox's... (unless you set them so you can)
