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Subject: OT: FPSCentral Interview

Posted by [Aircraftkiller](#) on Tue, 31 Aug 2004 17:10:27 GMT

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Pi, that makes no sense. Why would Nod go from having a Weapons Factory, then start building highly vulnerable Airfields? The C5 Galaxy transport aircraft they used to drop off the vehicles purchased isn't exactly the most stealthy vehicle in existence, and would be easy to shoot down by even the A-10 and its cannon... Or a wandering Mammoth Tank's Tusk missiles. The D6 story seems to be full of holes...

Why would the GDI build a tracked vehicle to test walking mechanized battle armor? That makes no sense either. Generally, you don't build a rock to test aircraft physics... You build an airplane.

So one would think you would build a mechanized battle armor prototype, similar to the one at the end of C&C Dawn, to make a future of walking battle units.

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