
Subject: Concerning Red Alert 3
Posted by [Jzinsky](#) on Sun, 27 Mar 2005 12:25:07 GMT
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That was my point. They were a right pain in the arse to get rid of too, unless you got the affected tank and encircled it with a shedload of others, then as soon as it finished the job it would be blasted to hell.

I liked using them though
