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Subject: Re: Times sure have changed...

Posted by [Nukelt15](#) on Wed, 19 Jul 2006 19:02:06 GMT

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The death animation ought to play when the airstrip is destroyed while a vehicle is being delivered. I don't doubt that it was originally intended to be destroyed, but it was probably dropped for the sake of play balance (otherwise, all it would take on a lot of maps is one well placed MLRS to stop Nod from getting vehicles).

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