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Subject: Re: islands crack

Posted by [DutchNeon](#) on Tue, 19 Aug 2008 12:37:47 GMT

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You mean this Aircraftkiller? Its an advantage for nod, if the HoN is down. I used to tunnel where 'fish' with an Arty to stop/kill GDI infantry in the tunnels, by shooting the tunnels through the water. This is not possible for GDI except for infantry from the walls (Gunner etc, as they got splash damage, but not infinite ammo).

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