
Subject: Re: Changelist for scripts.dll 4.0
Posted by [JohnDoe](#) on Sun, 21 Sep 2008 07:52:08 GMT
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Pseudo science aside, isn't it enough to know that the Obelisk charges itself once the first enemy comes in sight in every C&C game? If it could store the energy, why wouldn't it charge as soon as it's build and zap the attacker immediatly?
