Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by PlastoJoe on Tue, 06 Jun 2006 20:20:20 GMT
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So will 4 players -- 1 for each Hornet and 1 to sail the carrier -- be capacity for the carrier? And if 3 or less people get in, will fewer Hornets launch accordingly?

How about the Aegis, Destroyer, Dolphin, Squid, and Sea Scorpion? I assume you are working on those already.