
Subject: Re: Flamethrower upgrade

Posted by [matty3k10](#) on Fri, 10 Jun 2005 21:48:05 GMT

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RTsa wrote on Fri, 10 June 2005 15:08Hey! Let's just make Nod's units exactly like GDI's!
Hmm...maybe make them have different names?

...

Hey, maybe not...there's a reason why the damages are how they are...

Could you explain to me why that is (For the Auto-Rifles anyways)
