
Subject: Re: Did TT make any changes to Flamers vs Infantry?

Posted by [liquidv2](#) on Sat, 16 Nov 2013 19:01:59 GMT

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it was OP if the driver didn't suck, but it's too weak now
that's why i was proposing a 1.5x fire damage increase against infantry for Jelly Marathon
the reason i gave up on that notion is because Nod doesn't need more help lol
