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Subject: Promoted units

Posted by [Anonymous](#) on Thu, 04 Apr 2002 17:58:00 GMT

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Everytime you go up a level it should be harder to get to the next level i think. Like to get to rank 1, you need 3 kills, but to get to rank 2 you need 6 more kills etc... I think that would keep peeps from gaining levels to quick

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