
Subject: Promoted units

Posted by [Anonymous](#) on Thu, 04 Apr 2002 14:22:00 GMT

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That's true. You hae to be willing to give your life, and rewarding staying alive would prevent the sort of self sacrafice that really helps the team (i.e. engi rushes...you know you're gonna die. Flame rushes...you know you're gonna die. APC rushes....you KNOW you're gonna die.....Heck, ANY rush, you're pretty darn sure to die.)I might be an interesting server option though.
