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Subject: Promoted units

Posted by [Anonymous](#) on Wed, 03 Apr 2002 14:55:00 GMT

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You know, I sort of agree with this post. Maybe it would steadily increase your damage, or armor, or max ammo count or something. If you're a hotwire, and you blew up a building, maybe you get a few more c4 per refill, or a better weapon or something. I think this would cause all sorts of balancing havoc, but it might make a good mod.

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