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Subject: Re: Why did EA turn loyal Nod soldiers into stupid terrorists?

Posted by [Nukelt15](#) on Sat, 17 Mar 2007 22:22:52 GMT

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The whole militia thing would have worked better if there were a precedent for it- however, there isn't. IMHO, it does fit better with the nature and structure of the Brotherhood, but this is taking the universe backwards in one way while advancing in other ways. It doesn't work as presented.

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