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

Posted by [Jerad2142](#) on Sun, 18 Mar 2007 18:49:43 GMT

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You know for how much nod revolves around tiberium, they probably should have more weapons dealing with it. And terrorists are stupid, who wants to waste money on a one time attack soldier which will make you look like you can't keep any of your own units alive.

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