
Subject: Re: A few concerns/bugs.

Posted by [bly](#) on Thu, 28 Aug 2008 02:00:24 GMT

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Cabal8616 wrote on Wed, 27 August 2008 17:50The officer guns are the same damage-wise, but have different presets due to colors.

i also would like to see some proof that the chem sprayers head is so big.

and why can the chem warrior go through tiberium while tib sydney cant?

why does the volcano lava not harden into rock?

why the fuck do nod and gdi always build bases so fucking close to eachother and never notice until the map starts/.....

id like screenshots and interviews from westwood employees.
