
Subject: Re: A few concerns/bugs.
Posted by [jnz](#) on Thu, 28 Aug 2008 12:46:41 GMT
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bly wrote on Thu, 28 August 2008 03:00Cabal8616 wrote on Wed, 27 August 2008 17:50The officer guns are the same damage-wise, but have different presets due to colors. and why can the chem warrior go through tiberium while tib sydney cant?

The chem warrior is wearing a suit.

bly wrote on Thu, 28 August 2008 03:00
why does the volcano lava not harden into rock?

It's flowing

bly wrote on Thu, 28 August 2008 03:00
why the fuck do nod and gdi always build bases so fucking close to eachother and never notice until the map starts/.....

They are both racing for the tiberium

Yes, I did just do that.
