
Subject: Re: A few concerns/bugs.
Posted by [bly](#) on Thu, 28 Aug 2008 20:23:20 GMT
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why does gdi have a grenader when nod has a flamethrower...

why does the med do more damage than the light...

why does the light move faster than the med and is harder to hit?

why arent both sides the same and you just polay each map as gdi-gdi / nod-nod

im still waiting for westwood employees.....

and why does the orca have unlimited range when the apaches range sucks.

and why do the bullets make colors when you shoot them? arent bullets little metal things that fly through the air and dont really have any color at all?
