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Subject: Re: Falling damage

Posted by [Jerad2142](#) on Wed, 04 Mar 2009 17:50:37 GMT

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Canadacdn wrote on Mon, 02 March 2009 22:50Wrong. The initiate's walk speed is slightly faster because his running speed also is. The rest of the infantry units have the same running speed, and therefore the same walk speed.

This is correct, but he phrased his original question wrong, he was the ability to specify the specific walk speed multiplier for each infantry.

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