
Subject: Re: request - Nod Rocket Soldier bug
Posted by [Spoony](#) on Tue, 17 Nov 2009 11:23:38 GMT
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think of field... with the new clanwars settings nod occasionally does use a rocket soldier (kill the other day?)

imagine if you can a last-minute point race. we've gotten rid of the bullshit like sniping tanks; if rocket soldiers are being used then they ought to yield the right points when they're killed.

i have won field games by 1 point before...
