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Subject: Re: Project suggestion: Nod Soldier  
Posted by [GEORGE ZIMMER](#) on Fri, 30 Sep 2011 01:16:41 GMT  
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Jerad Gray wrote on Thu, 29 September 2011 13:50  
Or Westwood/EA did a lot of on-line multiplayer tests and in the end found that they had to give GDI little edge in general to balance the odds.

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