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Subject: GDI/Nod logo on vehicles  
Posted by [iRANian](#) on Tue, 10 May 2011 15:15:11 GMT  
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You can shoot thru them

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Subject: Re: GDI/Nod logo on vehicles  
Posted by [zeratul](#) on Wed, 11 May 2011 01:31:36 GMT  
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i knew about GDI and its well known about GDI but i didnt know about nod im sure the issue was touched with TT

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Subject: Re: GDI/Nod logo on vehicles  
Posted by [liquidv2](#) on Thu, 19 May 2011 11:34:54 GMT  
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uh, why? gdi obviously intended that and covered it with a camo net logo so enemy shells would fly through during battle

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Subject: Re: GDI/Nod logo on vehicles  
Posted by [iRANian](#) on Thu, 19 May 2011 13:42:30 GMT

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u suck

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Subject: Re: GDI/Nod logo on vehicles  
Posted by [Starbuzz](#) on Thu, 19 May 2011 21:34:28 GMT

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liquidv2 wrote on Thu, 19 May 2011 04:34uh, why? gdi obviously intended that and covered it with a camo net logo so enemy shells would fly through during battle

The next step in this evolutionary game-changing technology is clear: APPLY IT TO THE WHOLE TANK.

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Subject: Re: GDI/Nod logo on vehicles  
Posted by [liquidv2](#) on Thu, 19 May 2011 22:16:49 GMT

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nod couldn't do it right but nothing was supposed to hurt stealth tanks they're invisible anyways!

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Subject: Re: GDI/Nod logo on vehicles  
Posted by [iRANian](#) on Thu, 19 May 2011 22:20:34 GMT

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liquidv2 wrote on Thu, 19 May 2011 04:34 camo net  
<http://www.youtube.com/watch?v=CqaLMupPYOA>

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Subject: Re: GDI/Nod logo on vehicles

Posted by [zeratul](#) on Fri, 20 May 2011 02:32:30 GMT

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the urge to play generals is now beyond my control im going to scud storm the hell out of china

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Subject: Re: GDI/Nod logo on vehicles

Posted by [Rocko](#) on Sun, 22 May 2011 23:39:51 GMT

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generals was such a good game

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Subject: Re: GDI/Nod logo on vehicles

Posted by [crazfulla](#) on Sat, 20 Aug 2011 08:07:52 GMT

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liquidv2 wrote on Thu, 19 May 2011 15:16nod couldn't do it right but nothing was supposed to hurt stealth tanks

they're invisible anyways!

Certainly not when I'm in one - just ask FlaminGunz

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