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Subject: Re: Using free soldiers

Posted by [Sniper\\_De7](#) on Fri, 09 Dec 2005 19:53:24 GMT

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Trust me, I have been in that situation plenty of times; most notably on Walls\_Flying. It's a lot more dangerous to be on the receiving end of like 5+ GDI soldiers than it would be for 5 Nod ones. In fact I would rather it be Nod soldiers since they hardly do much at all. But in the case of Field (as you stated) The Nod soldiers aren't even able to shoot at the MRLS that would (under normal circumstances) be at the other end of the map. While the artillery would easily be in range from inside their base. Like I said, if you want money that's the way to do it but don't rely on it helping much. Even the Nod buggy is weaker than the GDI humvee which means the GDI do more damage against it and it has less HP. While the Nod soldiers do less damage and has to fighter a stronger unit. You'll probably only seeing me use a Nod soldier if i really needed money or if I was out a Refinery (Since even the flamethrower isn't great at getting money against buildings compared to the grenadier)

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