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Subject: Re: Using free soldiers

Posted by [m1a1\\_abrams](#) on Sun, 11 Dec 2005 17:47:48 GMT

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Yeah, at close range a Nod Soldier will probably lose to something like a Shotgunner 1 on 1 assuming equal skill. I've never disputed that though. What I've been saying is that the rifle soldier on both sides is a good all round character that you can use to assist the team effort at any point in the game, while you're waiting for the credits to buy a tank/high class character. You can run out into the middle of the map and there is always going to be something that you can hurt, whether it's light armoured vehicles or infantry. You can decide which is the more important target and start shooting, because you will usually be in range from the start. You can't do that with a Shotgunner, or an Engineer, or a Flamethrower. All three have the potential to hurt both infantry and vehicles, but require careful use of terrain to get into range.

Basically what I'm saying is that yeah the GDI soldier is better, and yeah the other Nod free characters can also be better given the right circumstances, but the Nod soldier is still a generalist unit that's expendable and free. It's the only one Nod has and just because it doesn't do as much damage as the GDI version, it is still the best choice of free character when you have no particular target or environment in mind.

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