
Subject: Re: Using free soldiers

Posted by [m1a1_abrams](#) on Thu, 15 Dec 2005 11:07:18 GMT

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Hmm, funny you should say that because I don't think the game is balanced. Nothing to do with free soldiers though. I'd say the game is unfairly biased towards Nod on a good proportion of the maps, because Artillery with Tech support owns everything in the game except for the Mammoth Tank (and it's hardly cost effective to have one 1500 credit vehicle for every 450 credit vehicle in the field). As soon as the team starts working together properly, rather than just pissing around in the tunnels, Nod should win. You would think that since GDI has tougher vehicles, they could add their own Hotwires to level the playing field... except they get killed by the Artillery splash damage while they're trying to repair. It doesn't work the same with MRLS, since it's harder to aim when you have to rely on homing missiles instead of a rotating turret... plus the damage is spread through the salvo.

It's funny... superficially GDI is stronger, so they tend to win more often when the servers only have a few people who are actually good. If anyone here played the original Dawn of War, it reminds me of that. New players think the Space Marines are the strongest race, because they are the most newb-friendly with their strong armour and decent firepower... but at the top of the ladder everyone plays Eldar, who on the surface have the weakest units.
