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Subject: Re: Using free soldiers

Posted by [SuperTech](#) on Sat, 17 Dec 2005 20:51:02 GMT

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I think it's balanced: firepower vs stealth. Being stealth has great advantages: you can repair in the middle of the field and not worry about your tank getting nabbed (unless a sniper headshots you). Nod has a great advantage on none guard tower maps. How many times have you seen the famous Nod flame rush on Hourglass? Works everytime (OK, not really, but it's really close!).

The Nod arty is really nice, but 4 sniper shots and it's toast. If you have a tech or two repairing, though, you are virtually unstoppable.

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