
Subject: Re: Need a coder for a balance patch
Posted by [Rocko](#) on Wed, 02 Jan 2008 01:46:08 GMT
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Coveman wrote on Tue, 01 January 2008 19:36Spoony wrote on Wed, 02 January 2008 01:26Coveman wrote on Tue, 01 January 2008 19:22That's the point of GDI, they have more fire power than Nod. Increasing the effectiveness of the Nod soldier beats the purpose of GDI's soldier.

the GDI soldier will still beat a Nod soldier pretty easily since the Nod soldier head is huge by comparison... but with the damage change, the Nod soldier will actually have some use, because right now it doesn't except vs a light vehicle if you can't afford anything better... vs infantry you may as well use a pistol

And the GDI soldier does that much better against heavy armored vehicles? I think you're trying to 'patch' something that isn't a bug.

no one mentioned heavy vehicles faggot

also i think making transports good is a great idea
