
Subject: Re: Need a coder for a balance patch
Posted by [Caveman](#) on Wed, 02 Jan 2008 14:29:21 GMT
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Spoony wrote on Wed, 02 January 2008 13:16Coveman wrote on Wed, 02 January 2008 06:36You just said that at the moment (without your patch) the Nod soldier doesn't have much use against anything except light vehicles and inf.
no, I said it doesn't have much use against anything except light vehicles. I didn't say it was worth using against infantry, because it isn't.

Coveman wrote on Wed, 02 January 2008 06:36You also said with the damage change it would. So that would mean that GDI's solider does more damage against something that isn't a light vehicle.
you've only just worked out that GDI soldiers are better against infantry and you've also come to the conclusion that I've only just worked that out too? er, keep up

Yes but nor does the GDI soldier so whats the point? I've known for years that the GDI soldier is stronger than Nod's and for good reason. I assumed you would have known as well which is why I can't understand why you want to make them the same.

As for GDIs tanks are not underpowered.. I personally think that the med should beable to beat a engi repairing a building.
