

---

Subject: Project suggestion: Nod Soldier

Posted by [Spoony](#) on Tue, 27 Sep 2011 13:26:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I'd like to suggest a project to whoever wants to have a crack at it: Remodel the Nod Soldier so that his head is the same size as the GDI Soldier.

The Nod Soldier has a larger head, which is one of the things that gives GDI an edge in the early game (and sometimes late-game depending on which structures are dead). There are some maps where this may not be desirable, however - infantry-only maps, for example. I also have a project in mind which has use for the GDI and Nod soldiers being equivalent.

So, have at it... someone want to make a new model for the Nod Soldier where his head is the same size as the GDI counterpart?

---