

---

Subject: Re: Project suggestion: Nod Soldier  
Posted by [Jerad2142](#) on Thu, 29 Sep 2011 20:50:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Aircraftkiller wrote on Thu, 29 September 2011 14:10Caveman wrote on Thu, 29 September 2011 15:07Isn't the point of GDI to be slightly more powerful while Nod has stealth?

Think about it a little: Why should two otherwise identical units fire two different weapons? It's a preset bug that's been there for years.  
Or Westwood/EA did a lot of on-line multiplayer tests and in the end found that they had to give GDI little edge in general to balance the odds.

---