
Subject: Re: Project suggestion: Nod Soldier
Posted by [Jerad2142](#) on Fri, 30 Sep 2011 05:39:35 GMT

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iRANian wrote on Thu, 29 September 2011 19:20 I doubt this game had any serious online testing considering how overpowered Nod is and how many bugs this game had at release and even before 4.0. I mean how the fuck do you not notice beacons getting glitched and killing buildings when the player who planted them leaves? That's one of the first thing we tested during the TT private beta.

I said balance tests not stability tests, if your balance testing a game you make sure the player counts are even, you don't assume your teams are the wrong size

But yeah its probably just something they screwed up, after all, 2 points of damage difference per bullet means that the nod rifle puts out 200 less damage per clip, that's a whole extra enemy soldier per clip (without getting any head or neck shots, and ignoring advanced char's modded health/armor)!
