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Subject: Soldier differences and Rocket Officers  
Posted by [Xylaquin](#) on Tue, 12 Mar 2024 11:51:24 GMT  
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Forgive my ignorance, but I've been going over the character stats on the old wiki and noticed:

The GDI soldier's rifle does a little more damage than Nod's. GDI's does 7 damage to body, 35 head shot. Nod's does 5 damage to body, 25 to head.

If you damage a Nod Rocket Soldier Officer, you don't get any points (whereas you get 0.050 points if you damage a GDI Rocket Solider Office)

Have these ever been patched?

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Subject: Re: Soldier differences and Rocket Officers  
Posted by [Goztow](#) on Tue, 12 Mar 2024 16:52:43 GMT  
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The first was never patched for sure. I think this was intended, the renegade installer even refers to the fact the gdi soldier has better training than the nod soldier. It may be to make up for nod having the better early game tanks and SBH.

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Subject: Re: Soldier differences and Rocket Officers  
Posted by [XD\\_ERROR\\_XD](#) on Wed, 13 Mar 2024 08:16:53 GMT  
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Not only that, but the nod soldier also has a bigger head and the nod shotgunner has a... king-sized body :biggrin:

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