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Subject: Unit Balance

Posted by [Deathgod](#) on Mon, 26 Apr 2004 16:34:46 GMT

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BlazerI think GDI soliders are supposed to do more damage than Nod soldiers...the ongoing theme of Renegade/C&C is that GDI has strong armor/weapons (Mammoth/med tank, PIC, etc), and Nod has advanced tech (stealth tanks, stealth black hand). So a GDI soldier versus Nod soldier, yeah the GDI soldier will win, but at the same time an SBH slips quietly by on his way to C4 your MCT

Could be. It just irks me early game to know that if I am on Nod and I go to shoot the harvy that the opposing team gets 40% more money for doing it than I do.

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