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Subject: Re: Need a coder for a balance patch  
Posted by [Spoony](#) on Wed, 02 Jan 2008 04:02:41 GMT  
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Coveman wrote on Tue, 01 January 2008 19:36And the GDI soldier does that much better against heavy armored vehicles?  
I didn't say it did.

Coveman wrote on Tue, 01 January 2008 19:36I think you're trying to 'patch' something that isn't a bug.  
For the second time, I didn't say it was. Officers costing 175 isn't a bug. Patch costing 450 isn't a bug. Those numbers aren't bugs - they're just poor balance.

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