
Subject: Re: Need a coder for a balance patch
Posted by [Caveman](#) on Wed, 02 Jan 2008 12:36:50 GMT
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Spoony wrote on Wed, 02 January 2008 04:02Coveman 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.

...

Quote:

but with the damage change, the Nod soldier will actually have some use, because right now it doesn't except vs a light vehicle if you can't afford anything better... vs infantry you may as well use a pistol

You just said that at the moment (without your patch) the Nod soldier doesn't have much use against anything except light vehicles and inf. You also said with the damage change it would. So that would mean that GDI's soldier does more damage against something that isn't a light vehicle.