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Subject: Re: Need a coder for a balance patch  
Posted by [Spoony](#) on Wed, 02 Jan 2008 16:44:28 GMT  
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Coveman wrote on Wed, 02 January 2008 08:29 Yes but nor does the GDI soldier so whats the point? I've known for years that the GDI soldier is stronger than Nod's and for good reason. I assumed you would have known as well  
I did know, what's with your sudden outpour of nonsensical statements?

Coveman wrote on Wed, 02 January 2008 08:29 which is why I can't understand why you want to make them the same.  
They won't be the same by a long shot.

Coveman wrote on Wed, 02 January 2008 08:29 As for GDIs tanks are not underpowered.. I personally think that the med should be able to beat a engi repairing a building.  
wouldn't make much difference to gameplay and really isn't necessary... the med can simply shoot another building, and there's one vehicle which DOESN'T need more power more than any other, it's the med tank.

Dover wrote Also, was nerfing the artillery intentionally left out of the list?  
Absolutely. They don't need a nerf.

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