Subject: Unfair advantage for Nod?
Posted by Anonymous on Sat, 23 Mar 2002 22:24:00 GMT
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Do you think that there is a bit of an advantage for Nod 2nd class officers since when you move your aim cursor over them it'll always say black hand while if you move a mouse cursor over a 2nd class GDI it will always tell you what type it is (ex: gunner, deadeye, patch) Or maybe this way intentionally designed for balanced sides purposes?PS: By 2nd class I meant the 2nd class that you have to buy