

---

Subject: Re: Project suggestion: Nod Soldier  
Posted by [Aircraftkiller](#) on Thu, 29 Sep 2011 20:10:49 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Caveman wrote on Thu, 29 September 2011 15:07Isn't the point of GDI to be slightly more powerful while Nod has stealth?

Think about it a little: Why should two otherwise identical units fire two different weapons? It's a preset bug that's been there for years.

---