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Subject: Unit Balance

Posted by [Blazer](#) on Mon, 26 Apr 2004 16:13:32 GMT

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I think GDI soliders are supposed to do more damage than Nod soldiers...the ongoing theme of Renegade/C&C is that GDI has strong armor/weapons (Mammoth/med tank, PIC, etc), and Nod has advanced tech (stealth tanks, stealth black hand). So a GDI soldier versus Nod soldier, yeah the GDI soldier will win, but at the same time an SBH slips quietly by on his way to C4 your MCT

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