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Subject: Unit Balance

Posted by [Deathgod](#) on Fri, 14 May 2004 06:07:38 GMT

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flyingfoxNah, GDI soldiers could do only 80 damage per clip as opposed to 160. That was the trouble; it was too difficult to defend against apache/orca units if you lost your bax/hand. If they done the same damage, I think it would've turned out alright lest for the apache being useless against structures.

Right now GDI soldiers do 210 per clip to light armor, Nod soldiers do 150.

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