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Subject: I never got it, but seriously rifles point.  
Posted by [FACEBUTT](#) on Fri, 21 May 2010 13:33:43 GMT  
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Whats the point of GDI having 40% better rifle than Nod?

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Subject: Re: I never got it, but seriously rifles point.  
Posted by [Carrierll](#) on Fri, 21 May 2010 14:01:39 GMT  
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Nod first tank is cheaper; The art is better than the MRLS.  
You'll note that if Nod lose their harvester, and GDI don't, both teams can afford hotwires and meds or arts and techs with lights at about the same time.

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Subject: Re: I never got it, but seriously rifles point.  
Posted by [DRNG](#) on Fri, 21 May 2010 15:54:19 GMT  
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I swear there was a thread about this posted by YOU (on your other name) asking the same fucking question.

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Subject: Re: I never got it, but seriously rifles point.  
Posted by [Tupolev TU-95 Bear](#) on Fri, 21 May 2010 17:32:48 GMT  
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Can we lock this thread? there was already another one thats to do with this and i most certainly don't want to hear this!

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Subject: Re: I never got it, but seriously rifles point.  
Posted by [Carrierll](#) on Fri, 21 May 2010 17:39:47 GMT  
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Phase-transport wrote on Fri, 21 May 2010 18:32Can we lock this thread? there was already another one thats to do with this and i most certainly don't want to hear this!

Then do what the rules say to do and don't reply, rather than pre-empt (or request) a moderator's decision.

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Subject: Re: I never got it, but seriously rifles point.  
Posted by [TORN](#) on Fri, 21 May 2010 19:02:47 GMT  
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CarrierII wrote on Fri, 21 May 2010 10:01Nod first tank is cheaper; The art is better than the MRLS.  
You'll note that if Nod lose their harvester, and GDI don't, both teams can afford hotwires and meds or arts and techs with lights at about the same time.

^^ That  
The teams are very well balanced with thier strengths and weaknesses.

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Subject: Re: I never got it, but seriously rifles point.  
Posted by [Tiesto](#) on Fri, 21 May 2010 20:21:47 GMT  
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TORN wrote on Fri, 21 May 2010 20:02CarrierII wrote on Fri, 21 May 2010 10:01Nod first tank is cheaper; The art is better than the MRLS.  
You'll note that if Nod lose their harvester, and GDI don't, both teams can afford hotwires and meds or arts and techs with lights at about the same time.

^^ That  
The teams are very well balanced with thier strengths and weaknesses.  
However, whenever TORN enters the game, the match will be made unbalanced in TORN's favour.

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Subject: Re: I never got it, but seriously rifles point.  
Posted by [liquidv2](#) on Sun, 23 May 2010 05:43:56 GMT  
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Tiesto wrote on Fri, 21 May 2010 15:21TORN wrote on Fri, 21 May 2010 20:02CarrierII wrote on Fri, 21 May 2010 10:01Nod first tank is cheaper; The art is better than the MRLS.  
You'll note that if Nod lose their harvester, and GDI don't, both teams can afford hotwires and meds or arts and techs with lights at about the same time.

^^ That  
The teams are very well balanced with thier strengths and weaknesses.  
However, whenever TORN enters the game, the match will be made covered in TORN's flavour.

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Subject: Re: I never got it, but seriously rifles point.  
Posted by [FACEBUTT](#) on Sun, 23 May 2010 13:58:58 GMT  
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CarrierII wrote on Fri, 21 May 2010 09:01Nod first tank is cheaper; The art is better than the

MRLS.

You'll note that if Nod lose their harvester, and GDI don't, both teams can afford hotwires and meds or arts and techs with lights at about the same time.

Sure but these unit cost something. Having a free better soldier affects game overall. It doesn't stop at early stage. Also grenadiers > flamers due to the range and splash.

Lt is fairly effective at long ranges where med shells doesn't hit him really.  
Arty mid-close range due to that mrls is able to dodge at longer ranges arty shells. etc.

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Subject: Re: I never got it, but seriously rifles point.  
Posted by [liquidv2](#) on Sun, 23 May 2010 17:25:39 GMT  
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all i can tell you is that the ren coders were drunk, to the point where they no longer understood basic math

that's why gdi rifles do more damage

take it or leave it

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Subject: Re: I never got it, but seriously rifles point.  
Posted by [Goztow](#) on Sun, 23 May 2010 18:03:20 GMT  
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liquidv2 wrote on Sun, 23 May 2010 19:25all i can tell you is that the ren coders were drunk, to the point where they no longer understood basic math

that's why gdi rifles do more damage

take it or leave it  
The reason is explained in the installer.

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Subject: Re: I never got it, but seriously rifles point.  
Posted by [\\_SSnipe\\_](#) on Fri, 28 May 2010 02:54:17 GMT  
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Goztow wrote on Sun, 23 May 2010 11:03liquidv2 wrote on Sun, 23 May 2010 19:25all i can tell you is that the ren coders were drunk, to the point where they no longer understood basic math

that's why gdi rifles do more damage

take it or leave it

---

The reason is explained in the installer.  
Really? do tell....

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Subject: Re: I never got it, but seriously rifles point.  
Posted by [F1r3st0rm](#) on Fri, 28 May 2010 04:40:59 GMT  
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It's how GDI is well-trained and nod doesn't have any special training blah blah...

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Subject: Re: I never got it, but seriously rifles point.  
Posted by [sadukar09](#) on Fri, 28 May 2010 10:52:32 GMT  
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F1r3st0rm wrote on Thu, 27 May 2010 23:40It's how GDI is well-trained and nod doesn't have any special training blah blah...  
I never knew training makes irl guns do more damage when the guns are the same.

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Subject: Re: I never got it, but seriously rifles point.  
Posted by [F1r3st0rm](#) on Fri, 28 May 2010 16:41:44 GMT  
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GDI gets special bullets rofl

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Subject: Re: I never got it, but seriously rifles point.  
Posted by [liquidv2](#) on Sat, 29 May 2010 03:17:34 GMT  
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GDI has better-trained bullets, that's all  
thanks goztow!

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Subject: Re: I never got it, but seriously rifles point.  
Posted by [GEORGE ZIMMER](#) on Sat, 29 May 2010 04:00:11 GMT  
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liquidv2 wrote on Fri, 28 May 2010 22:17GDI has better-trained bullets, that's all  
thanks goztow!  
those bullets, man  
  
they've seen things

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they've been there

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Subject: Re: I never got it, but seriously rifles point.  
Posted by [CarrierII](#) on Sat, 29 May 2010 08:54:01 GMT  
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I think it's meant to refer to the accuracy of (the soldier, not the player) the rifle...

Better soldiers are inconsequential the moment Nod can afford officers.

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Subject: Re: I never got it, but seriously rifles point.  
Posted by [Spoony](#) on Sat, 29 May 2010 10:06:14 GMT  
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not at all. if you have orcas/apaches or mrls/arties to deal with, who has the better soldier is very important and officers aren't. officers are no better against the above than soldiers are and just waste your money, whereas the soldiers can help fend them off while saving up for something worthwhile.

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Subject: Re: I never got it, but seriously rifles point.  
Posted by [liquidv2](#) on Sun, 30 May 2010 10:06:04 GMT  
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yah, soldiers are free  
people like free things

trying to kill a humvee with a nod soldier double sucks in comparison to dropping a buggy with a gdi soldier  
not only does the humvee have more armor and health, it will also have a much better chance of survival because the nod rifle fires plastic bullets

it double sucks, like the klobb in goldeneye

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Subject: Re: I never got it, but seriously rifles point.  
Posted by [FACEBUTT](#) on Sun, 30 May 2010 10:19:20 GMT  
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I dont believe such a crap its made to make balance at first stage of game, its just failure of WW. Seriously, you can pwn first harv with grenadiers while nod has to come close with flamethrowers that dies at tib field.

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