
Subject: Re: Need a coder for a balance patch
Posted by [Spoony](#) on Wed, 02 Jan 2008 17:36:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Renx wrote on Wed, 02 January 2008 11:31 I'm assuming the increase in Patch damage is to make up for the lack of AP damage, like the LCG has. I'm just not sure if that's the right way to go about it... It completely destroys infantry already. Maybe a smaller increase, but not double. it's barely more powerful than the GDI soldier against infantry...

Renx wrote on Wed, 02 January 2008 11:31 If it does lose any credibility in the AI department at all it's only due to the inbalance of other infantry. Like the ramjet clip size, it would be better at two instead of four shots.

ramjet's fine as long as the pointsfix is used now that they have a hard counter... it's fine for them to be superlatively powerful against inf and nearly as good against light vehicles as tanks are if they're absolutely useless against a different class of unit.

Renx wrote on Wed, 02 January 2008 11:31 You also forgot to add a fix for the Nod Rocket Officer, you currently don't get any point for damaging him.
valid
