Subject: Re: Reborn Infantry Beta
Posted by GEORGE ZIMMER on Sat, 01 Mar 2008 23:40:56 GMT
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Some pretty big bugs that NEED to be fixed are the cyborg point glitch (Cyborgs and Cyborg commando give 0.5 points per damage, cyborg gives 500 upon death, CC gives 450), and the fact that JJ's can ion in places engineers/technicians can't get to. I'd say those are priority. More than half the reason why Nod loses is because cyborgs give too many points, or because they can't use cyborgs which are excellent against JumpJet's.