
Subject: Did you change some damage values around?
Posted by [Master. kirby](#) on Fri, 10 Dec 2004 03:49:00 GMT
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Well I have been playing and it seems damage values have been tinkerd with, so is it part of the patch or just something else?

O yah, if you did change any unit/vech/gun values (speed, cost, health, damage, ammo,ect) please change them back, the game was fine in balance on its own, if you insist on adding balance then at lest have some polls or something first.

Subject: Did you change some damage values around?
Posted by [mac](#) on Fri, 10 Dec 2004 08:38:50 GMT
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There has been no preset changes in CP1.

Subject: Re: Did you change some damage values around?
Posted by [zunnie](#) on Fri, 10 Dec 2004 20:41:17 GMT
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Master. kirbyWell I have been playing and it seems damage values have been tinkerd with, so is it part of the patch or just something else?

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Maybe you were playing on FanMaps servers, we are running a serverside mod that changes quite some things like armor, health, turrets and spawnpoints for weapons and stuff.

The CP1 like mac says does not change ANYTHING about these things.
