Subject: Need a coder for a balance patch
Posted by Spoony on Tue, 01 Jan 2008 22:19:27 GMT
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I've decided to create an unofficial balance patch for Renegade, to be run server-side.

Its concept is not changing the game as such, but rather fixing it - in a nutshell, making the useless units useful and cost-effective in a way I don't feel many of them currently are.

Trouble is I don't know a damn thing about how to code stuff in Renegade.

Changes:
- BlackIntel's Pointsfix (presumably does not need to be part of the patch)
- Empty vehicles remain aligned to the team of the last player who occupied it, meaning enemies gain points attacking it, allies lose points attacking it
- Nod Soldier rifle damage increased to match GDI Soldier rifle damage against all targets
- Nod Flamethrower damage against infantry and structures increased by 50%. Damage against other targets unchanged
- Chaingun Officer cost reduced to 100 (from 175) - applies to both GDI and Nod
- Tib Sydney cost reduced to 100 (from 150)
- Patch tiberium flechette damage against infantry increased by 100% - damage against other targets unchanged
- Rocket Soldier (for both GDI and Nod):
--- tracks targets
--- direct hit damage against infantry reduced by 50%. Damage against other targets unchanged
--- cost reduced to 200 (from 225)
- Deadeye/BlackHandSniper sniper rifle damage against light vehicles reduced by 50%. Damage against other targets unchanged
- Chinook armour changed to Heavy Vehicle (from Light Vehicle) giving it the same durability as a Stealth Tank
- Nod Turret rate of fire and damage increased to match that of the Medium Tank

Would anyone be willing to help?