Subject: Re: Need a coder for a balance patch
Posted by Renx on Wed, 02 Jan 2008 17:31:54 GMT
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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.

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.

You also forgot to add a fix for the Nod Rocket Officer, you currently don't get any point for damaging him.