
Subject: Re: Need a coder for a balance patch

Posted by [Jerad2142](#) on Wed, 02 Jan 2008 21:46:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yrr wrote on Tue, 01 January 2008 17:08

Spoony wrote on Tue, 01 January 2008 23:19- Nod Flamethrower damage against infantry and structures increased by 50%. Damage against other targets unchanged
play around with data/armor.ini

If you do that you will give everyone that doesn't have a matching armor.ini file a case of the zero bug.
