Subject: Re: request - Nod Rocket Soldier bug
Posted by Jerad2142 on Tue, 17 Nov 2009 21:29:20 GMT

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Hitman wrote on Tue, 17 November 2009 13:11Jerad Gray wrote on Tue, 17 November 2009 13:59Spoony wrote on Tue, 17 November 2009 04:02 You ought to get about 23 points killing him (10% of the unit cost, as is the case for all other priced infantry, give or take one point for rounding)could someone knock up a quick fix for this?
And while your knocking those points up could you make the 8 free soldiers return 0 points to match 10% of their cost?
k thanks
NICE FIND MAN
I THINK THE GAME WILL BE MORE BALANCED IF WE DISABLE POINTS. THEN WHEN TWO EXACTLY EQUALLY SKILLED TEAMS PLAY ON-LINE THEY WON'T BE ABLE TO BITCH ABOUT MAKING 2 EXTRA POINTS WHEN SHOOTING WITH A GUN THAT DOES 2 LESS DAMAGE!