Subject: Re: Need a coder for a balance patch
Posted by Renx on Wed, 02 Jan 2008 17:42:46 GMT

What hard counter? All you proposed was a buff to a GDI unit, I'm not seeing the counter to Havoc. Even at that, the Sakura would still only need to land 2/4 shots in that 3-4s span of time to kill the Patch. If there were only 2 shots per clip, there would be far more incentive to make every shot count, just like every other unit in the game.