

---

Subject: Re: Some balance things I've been thinking about

Posted by [dblaney1](#) on Fri, 14 Apr 2017 22:12:21 GMT

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

---

I was saying that the points bug was clearly not intentional. The fixed version with the points fix was clearly the desired behavior. Someone just screwed up and missed a division operation on the shield section of `apply_damage()` or put the points awarding before it applied the warhead scale.

---