
Subject: More Enemies Possible?

Posted by [felixk4](#) on Tue, 21 Aug 2012 00:43:11 GMT

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

Well, I've been playing JA2 gold recently...and I actually just found out about JA:BIA yesterday and I actually find it to be pretty fun! BUT it's really easy I'm used to playing JA2 1.13 and it requires more tactics because of the number of enemies. Anyways, is it possible to increase enemy group size like double or triple the size OR more and have some "elites" leading lower ranked troops?

Subject: Re: More Enemies Possible?

Posted by [Glitch](#) on Tue, 21 Aug 2012 04:51:00 GMT

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

You can increase enemy numbers/levels for each sector. In main_locations.txt edit the line Defenders 0 0 0 0 0 (numbers of enemies of each level from 1 to 5) for each sector.

Subject: Re: More Enemies Possible?

Posted by [felixk4](#) on Tue, 21 Aug 2012 23:34:34 GMT

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

Thanks, BTW I love your mod! But to me the game is still a lot easier compared to JA2 1.13 INSANE... but increasing enemy numbers has made it a lot harder!

Subject: Re: More Enemies Possible?

Posted by [Glitch](#) on Wed, 22 Aug 2012 06:26:50 GMT

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

Yeah it is, I know. Some people want it even easier than that... Guess I'll work out that problem at a point by adding some sort of different difficulty levels.
