
Subject: Another one of my patented "New Ideas" posts
Posted by [Anonymous](#) on Mon, 22 Apr 2002 01:18:00 GMT

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1 - dual seats on Orcas/Apaches. Gunships aren't one person operations. Plus an gunship would make a h3lluva insertion tool - like a Chinook Jr. with teeth.2 - .50 MGs on medium tanks, Mammoths, and Lights. Tank deadzones are too large, and on the real battlefield the gunner would pop out and ventilate an infantry unit coming up to stick C4 on the treads. It'd also put the fear of God into snipers and premium anti-tank infantry. When you're a passenger in a tank NOW the thing has a 999ammo machine gun weapon in the lower right hand corner. ACTIVATE IT, WW.3 (not new, just modified) - Lockable rockets with shorter ranges. I can avoid 90% of all rocket projectiles fired at me. Unacceptable - this is supposed to be a war set in MODERN TIMES. If you're adept enough to keep a recticle on a target long enough to establish a hard lock, you deserve a direct hit. For comparision purposes I'm thinking of a lock system like that in Unreal Tournament.4 - Give the MLRS a pivoting launch rack a motion of 180 degrees like its real-world counterpart which would enable it to strafe-fire like Nod's Mobile Artillery - even though in real life MLRSes are secured to prevent the backblast from the 227mm rockets (which are completely unguided BTW - another change which should be made - Nod's shells don't curve, nor should 227mm rockets) from throwing the thing on its side.5 - A somewhat larger blast radius for the nuclear beacon coupled with a shorter deploy time for the ION. Let's face it, planting one of those in a well-defended base is hard enough as-is. Offshoot - in Volcano if you placed an ION beacon at the high end of the runway of the airstrip, would it be a one-hit kill?6 (joke) - Why disarm beacons? Just pick the d4mn things up and pitch them someplace safer!
