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Subject: Insane crazy (fun) mod idea (roofgnomes)  
Posted by [Anonymous](#) on Wed, 08 May 2002 23:52:00 GMT  
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Gnome unit (idea): Chemical Tank Similiar to the flametank, this tank sprays death with two barrels, but with chemicals instead of flames. The chemical mixture is effective against infantry and buildings with wooden armor, but ineffective against more heavily armored units and buildings. (this one would be easy, you/we only need a new skin and a weapon change for the flametank, and possibly some other stuff for fixing the things about varying damage against various armor-types)

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