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Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Wed, 08 May 2002 11:07:00 GMT

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Super weapon: Death Gnome beacon: (only on some/one map(s)?) Cost: 6000. This beacon provides targeting information for the dreaded Death Gnome, and due to the slow targeting/aiming of the Death Gnome, it has to be operational longer than normal beacons for the strike to commence. (and to balance things out). If the beacon is not disarmed in time, the Death Gnome strike is powerful enough to wipe out a/the whole base; Simply said, the game will be won. (usable for a special multiplayer scenario? like, the humans must destroy the Death Gnome, while the gnomes, without heavy weaponry or advanced player classes, must place a beacon to strike with the Death Gnome? ) I just thought it would be cool having the Death Gnome in (some) multiplayer maps too

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