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Subject: Weapons for a Tank Game

Posted by [Scythar](#) on Wed, 25 Aug 2004 14:47:38 GMT

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Also consider normal and heat-guided missiles, and perhaps mines too.

Several types of ammunition is good too. For artillery, perhaps ammo that deals massive damage but only on small area (must be direct hit, very hard thing to do), and high explosive ammo that only has to hit close by but doesn't do much damage.

Somekind of close combat weapon might work well with the game too, even if it's a little tricky to make ones for tank battles without having "lazerblazers". Maybe an advanced, vehicle-mounted version of an antitank shotgun?

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