
Subject: Fix the damn gun

Posted by [flyingfox](#) on Thu, 09 Dec 2004 23:29:00 GMT

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The damages are all preset and there's little difference in all of the armour types. I know a few differences are that chemical warriors and flamethrowers take less damage from handheld explosives and probably tank shells, making them useful to sneak with and fight engineers. Another is that the mutant and chemical thrower can walk on tiberium. The flamethrower is nearly immune to flame attacks (0.010% or something) and the chemical thrower won't lose health from another chemical sprayer. Everyone suffers against the ramjet though.

there do need to be a few other changes though.....the nod rifle soldier does crap to an orca. Nod doesn't have a decent basic unit to fight vehicles with, so flamethrower damage against CnCVehicleMedium and CnCVehicleHeavy (as well as their armour types) should be upped. rocket soldiers must have seeking rockets. let the MRLS be less susceptible to sniper attack and allow more of its rockets to heat seek so that it can be a better anti-air unit alongside the rocket soldiers. give the orca/apache less ammunition/rockets but let the ammunition they have do good damage. add repair pads to walls fly and city fly, but don't let them be base-critical structures (meaning you take out the base and win while having them alive). add small invisible barriers to the walls fly defensive planforms, so that people will not lag off but can hop over them if they need to get off quickly. etc etc.
