
Subject: Re: Replacing Vehicles With Weapons
Posted by [evanscnc](#) on Tue, 09 Aug 2005 21:09:13 GMT
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FlameTank: N/A
Buggy/hummer: Chaingun; \$200
APC: Remote C4, \$500
Light/med: advanced Repair gun, \$500 (don't want to make it cheap to disarm beacon)
Art/MRLS: advanced Rocket Launcher, \$400 (price of gunner)
Stank/Mammy: Armor increase of 50 (limit of one), \$1000

and for flying maps:
Apache/Orca: Tiberium Flachette, \$500
Transport: Railgun, \$500
