
Subject: Re: Newest project from Blackhand Studios
Posted by [Deathgod](#) on Wed, 19 Oct 2005 22:12:55 GMT
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Taken from our site:

Nod Rocket Officers give no points per damage, only for killing.

The Chemwarrior's armor takes half as much damage from explosive warheads, and their health takes only 75% of the normal damage from explosive warheads.

Flamethrowers' armor takes half the damage from C4-type warheads that regular units do. Once their armor is gone their health takes the same damage as other units. Also, their armor takes 50% as much damage from explosive warheads, and their health takes only 75% of the normal damage from explosive warheads.

Many of the weapon stats are wrong... automatic rifles/chainguns (people and vehicles) are not instant hits, for one. GDI soldiers do 7 per shot vs. the Nod 5 for the autorifles as well.

Those were just a few corrections I noticed. Someone should update those, I just wanted to point it out.

Realistically speaking, feel free to error-check stuff on www.fudonline.com as we did all this stuff a long time ago. We also wrote pretty good basic character descriptions. I would be willing to add this info to the site on my own time later tonight (edited for profanity if necessary of course), if Crimson wants me to. PM me.

You can also add our general tweaks and tips section if you want, just credit it please. We also have overhead versions of the maps that I think Demo_man posted a long time ago on our site, might want to put those up on here.

Also, might want to have someone who knows how to spell error-check these updates people are making, as there are a lot of misspelled words and grammatical problems.
