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Subject: Re: All I want for Christmas...

Posted by [Starbuzz](#) on Mon, 20 Dec 2010 04:24:33 GMT

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What we need is a complete revamp of the game.

- deadly anti-cheat
- 2 seat apaches
- extend orca/apache rocket range and speed to real-life similarity lol
- increase orca speed
- fixed city map side pillars (fix all maps ffs)
- uparmoured transport choppers with a gun on each side
- new model for officer rocket launcher along with AGT missile style homing rocket with splash (for anti-air)
- more radio commands
- more flashy weapons fire for all weapons
- working water on all maps with all chars given ability to swim (with 45 sec underwater time before need for surface)
- a radar that actually makes sense and works
- fix all first person arm animation for each char

-Dead 6 chars actually have some in-game advantages/differences:

> Hotwire loses pistol and gets deadly rapid-fire Uzi with shitons more c4 but gets weaker health/armour

>Gunner has extra badass armour with loud taunting sound after each rocket fired plus melee ability with double fists

>Patch gets dual-wielding flechette guns lolol!

>Deadeye gets increased walking speed with default knife

>Havoc gets badass nightvision with usable wrist-mounted EVA info (like custom radar, nearby enemy vehicles, etc etc) along with 5 timed. Comes with knife and can dual-wield pistols. Can also neck-grab close enemy infantry and kill with a cruch-snap (great for tunnels in canyon lolol).

-All Nod and GDI officers can call 2 UBER-bot soldier backups (these bots are extra deadly and can skullrape any1 on sight)

-all SBH will be given knives immediately. Their laser rifles will be downgraded to laser shotguns (lolol). Will lose the timed c4 but will get 2 remotes.

-BH sniper walking speed increased. Can melee attack other infantry Halo-style with sniper gun. Also has extra head armour due to upgraded helmet.

-Laser chain gunner: increased range

-both Sakuras: loses pistols and gets long range pepper spray gun that makes enemy player's screen black for 3 secs (LMFAO!)

-Default Rave has no changes

-Tib Rave has ability to heal in Tib and also has much increased physical powers. (Can significantly pose a threat to buildings due to new "Tib Fists" punching ability on MCT...also works

against tanks and infantry). Can also swing Railgun and break enemy infantry faces.

-Flamer tank gets humvee style gun on top but can only be used by a second player who occupies the seat

-All tank rounds speed increased

that's all for now.

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