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Subject: CNC REBORN : List of Weapons

Posted by [flyingfox](#) on Sun, 04 Jul 2004 21:38:06 GMT

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I don't know if it's good to have more than 1 sniper character per team, but variety is usually a good thing anyway.

In TS, there weren't "commandos" and the technician could only be controlled at rare times he ran out of a structure as it blew up, and he was usually in yellow/red health and carried a pistol. If it's possible, you should add a little quirk script: the technician only able to be bought when a building is in red health.

Another thing, have you considered (and I know this sounds stupid, but this is how it worked in TS) the sniper rifle to have a limited range? In TS, the umagon could only attack if she was relatively close to the enemy target. Same went for all units. She could not attack right across a level like the snipers in Renegade and RenAlert do. Then again, everyone had perfect weapon accuracy so I guess it balances out. However no-one wants to play a game based on an RTS where they have to keep dodging snipers all game, so many you should give them a 1 bullet clip or something similar that wouldn't gayify it like Renegade.

Last but not least, program the rocket soldiers' missiles to heat seek so that they're actually useful against the units they're designed to take down.

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