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Subject: The Tiberium Thread

Posted by [Ludichris1](#) on Mon, 04 Aug 2008 18:36:51 GMT

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I bet you've always wondered: "What character on Nod, is best for destroying vehicles? " You've probably never tested it out to see the results . . . Now you don't have to! ! I have individually tested affordable units to the common player to see how strong they were against light and heavy vehicles. Here were my results :

KEY:

Light vehicles: LV

Heavy vehicles: HV

Chem Warrior: Perfect against LV. Good against HV

Acolyte: Perfect against LV. Good against HV

Initiate: Good against LV. Average against HV

Templar: Good against LV. Average against HV

Flame Thrower: Great against LV. Average against HV

Shotgunner: Perfect against LV. Poor against HV

Rocket Soldier Officer: Perfect against LV. Great against HV

Stealth Black Hand: Good against LV. Good against HV

Black Hand Upgraded: Great against LV. Great against HV

Black Hand Sniper: Perfect against LV. Useless against HV

So there you go. If you're aiming to take out Hummers, MRLS, Buggies or Artys; The Chem Warrior, Acolyte, Flame Thrower, Shotgunner, Rocket Soldier Officer, Black Hand Upgraded, and the Black Hand Sniper are for you! If you're aiming to take out APCs, Stealth Tanks, Flame Tanks, Light Tanks or Medium Tanks; the Chem Warrior, Acolyte, Rocket Soldier Officer, Stealth Black Hand, and Black Hand Upgraded are for you! That's all for today! Peace out . . .

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Subject: Re: The Tiberium Thread

Posted by [mr£Ä\\$Ä-z](#) on Mon, 04 Aug 2008 18:43:40 GMT

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Subject: Re: The Tiberium Thread

Posted by [u6795](#) on Mon, 04 Aug 2008 22:16:27 GMT

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HOLY SHIT THIS INCREDIBLE WISDOM IS BLOWING MY MIND

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Subject: Re: The Tiberium Thread

Posted by [StealthEye](#) on Mon, 04 Aug 2008 22:19:13 GMT

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I "did some research", and came up with these exact numbers. armor.ini;  
; ARMOR.INI  
;  
; This .INI file defines all the armor & warhead types in the game  
; New types can be created and defined in this file and tied to  
; any unit in the game  
;

```
[Warhead_Types]
0=None
1=Steel
2=Steel_NoBuilding
3=Shrapnel
4=Explosive
5=Explosive_NoBuilding
6=Shell
7=Shell_NoBuilding
8=Flamethrower
9=TiberiumRaw
10=TiberiumBullet
11=TiberiumShrapnel
12=C4
13=Laser
14=Laser_NoBuilding
15=Repair
16=IonCannon
17=Nuke
18=Fire
19=Chem
20=Electric
21=Visceroid
22=Earth
23=RegenHealth
24=BlamoKiller
25=Death
26=Harmless
27=CNC_Flamethrower
28=CNC_Chem
```

```
[Warhead_Save_IDs]
None=0
Steel=1
Steel_NoBuilding=2
Shrapnel=3
Explosive=4
Explosive_NoBuilding=5
Shell=6
```

Shell\_NoBuilding=7  
Flamethrower=8  
TiberiumRaw=9  
TiberiumBullet=10  
TiberiumShrapnel=11  
C4=12  
Laser=13  
Laser\_NoBuilding=14  
Repair=15  
IonCannon=16  
Nuke=17  
Fire=18  
Chem=19  
Electric=20  
Visceroid=21  
Earth=22  
RegenHealth=23  
BlamoKiller=24  
Death=25  
Harmless=26  
CNC\_Flamethrower=27  
CNC\_Chem=28

[Armor\_Types]

0=None  
1=Blamo  
2=SkinFlesh  
3=SkinFlameThrower  
4=SkinChemWarrior  
5=SkinMutant  
6=SkinVehicleLight  
7=SkinVehicleMedium  
8=SkinVehicleHeavy  
9=SkinStructureLight  
10=SkinStructureMedium  
11=SkinStructureHeavy  
12=SkinMCT  
13=ShieldFlameThrower  
14=ShieldChemWarrior  
15=ShieldKevlar  
16=ShieldVehicleLight  
17=ShieldVehicleMedium  
18=ShieldVehicleHeavy  
19=ShieldStructureLight  
20=ShieldStructureMedium  
21=ShieldStructureHeavy  
22=SkinC4  
23=CNCVehicleSkin

24=CNCVehicleLight  
25=CNCVehicleMedium  
26=CNCVehicleHeavy  
27=CNCMCTSkin  
28=CNCStructureLight  
29=CNCStructureMedium  
30=CNCStructureHeavy

[Soft\_Armor]

0=None  
1=SkinFlesh  
2=SkinFlameThrower  
3=SkinChemWarrior  
4=SkinMutant  
5=ShieldFlameThrower  
6=ShieldChemWarrior  
7=ShieldKevlar

[Armor\_Save\_IDs]

None=0  
Blamo=1  
SkinFlesh=2  
SkinFlameThrower=3  
SkinChemWarrior=4  
SkinMutant=5  
SkinVehicleLight=6  
SkinVehicleMedium=7  
SkinVehicleHeavy=8  
SkinStructureLight=9  
SkinStructureMedium=10  
SkinStructureHeavy=11  
SkinMCT=12  
ShieldFlameThrower=13  
ShieldChemWarrior=14  
ShieldCombatArmor=15 ;Not Used  
ShieldEnviro=16 ;Not Used  
ShieldKevlar=17  
ShieldSpectra=18 ;Not Used  
ShieldVehicleLight=19  
ShieldVehicleMedium=20  
ShieldVehicleHeavy=21  
ShieldStructureLight=22  
ShieldStructureMedium=23  
ShieldStructureHeavy=24  
SkinC4=25  
CNCVehicleSkin=26  
CNCVehicleLight=27  
CNCVehicleMedium=28

CNCVehicleHeavy=29  
CNCMCTSkin=30  
CNCStructureLight=31  
CNCStructureMedium=32  
CNCStructureHeavy=33

; This section shows the damage scaling for each armor warhead pair  
; For each ArmorType, list the non 1.0 multipliers for each WarheadType

[Scale\_None]

None=1.0000  
Steel=1.0000  
Steel\_NoBuilding=1.0000  
Shrapnel=1.0000  
Explosive=1.0000  
Explosive\_NoBuilding=1.0000  
Shell=1.0000  
Shell\_NoBuilding=1.0000  
Flamethrower=1.0000  
TiberiumRaw=1.0000  
TiberiumBullet=1.0000  
TiberiumShrapnel=1.0000  
C4=1.0000  
Laser=1.0000  
Laser\_NoBuilding=1.0000  
Repair=1.0000  
IonCannon=1.0000  
Nuke=1.0000  
Fire=1.0000  
Chem=1.0000  
Electric=1.0000  
Visceroid=1.0000  
Earth=1.0000  
RegenHealth=1.0000  
BlamoKiller=10000.0000  
Death=10000.0000  
Harmless=0.0000  
CNC\_Flamethrower=1.0000  
CNC\_Chem=1.0000

[Scale\_Blamo]

None=0.0000  
Steel=0.0000  
Steel\_NoBuilding=0.0000  
Shrapnel=0.0000  
Explosive=0.0000  
Explosive\_NoBuilding=0.0000  
Shell=0.0000

Shell\_NoBuilding=0.0000  
Flamethrower=0.0000  
TiberiumRaw=0.0000  
TiberiumBullet=0.0000  
TiberiumShrapnel=0.0000  
C4=0.0000  
Laser=0.0000  
Laser\_NoBuilding=0.0000  
Repair=1.0000  
IonCannon=0.0000  
Nuke=0.0000  
Fire=0.0000  
Chem=0.0000  
Electric=0.0000  
Visceroid=0.0000  
Earth=0.0000  
RegenHealth=1.0000  
BlamoKiller=10000.0000  
Death=0.0000  
Harmless=0.0000  
CNC\_Flamethrower=0.0000  
CNC\_Chem=0.0000

[Scale\_SkinFlesh]

None=1.0000  
Steel=2.0000  
Steel\_NoBuilding=2.0000  
Shrapnel=1.0000  
Explosive=1.0000  
Explosive\_NoBuilding=1.0000  
Shell=2.0000  
Shell\_NoBuilding=2.0000  
Flamethrower=1.0000  
TiberiumRaw=1.0000  
TiberiumBullet=1.0000  
TiberiumShrapnel=1.0000  
C4=2.0000  
Laser=1.0000  
Laser\_NoBuilding=1.0000  
Repair=1.0000  
IonCannon=1.0000  
Nuke=1.0000  
Fire=1.0000  
Chem=1.0000  
Electric=1.0000  
Visceroid=1.0000  
Earth=1.0000  
RegenHealth=1.0000

BlamoKiller=10000.0000  
Death=10000.0000  
Harmless=0.0000  
CNC\_Flamethrower=1.0000  
CNC\_Chem=1.0000

[Scale\_SkinFlameThrower]

None=1.0000  
Steel=2.0000  
Steel\_NoBuilding=2.0000  
Shrapnel=1.0000  
Explosive=0.7500  
Explosive\_NoBuilding=0.7500  
Shell=2.0000  
Shell\_NoBuilding=2.0000  
Flamethrower=0.1000  
TiberiumRaw=1.0000  
TiberiumBullet=1.0000  
TiberiumShrapnel=1.0000  
C4=2.0000  
Laser=1.0000  
Laser\_NoBuilding=1.0000  
Repair=1.0000  
IonCannon=1.0000  
Nuke=1.0000  
Fire=0.1000  
Chem=1.0000  
Electric=0.1000  
Visceroid=1.0000  
Earth=1.0000  
RegenHealth=1.0000  
BlamoKiller=10000.0000  
Death=10000.0000  
Harmless=0.0000  
CNC\_Flamethrower=0.1000  
CNC\_Chem=1.0000

[Scale\_SkinChemWarrior]

None=1.0000  
Steel=2.0000  
Steel\_NoBuilding=2.0000  
Shrapnel=1.0000  
Explosive=0.7500  
Explosive\_NoBuilding=0.7500  
Shell=2.0000  
Shell\_NoBuilding=2.0000  
Flamethrower=1.0000  
TiberiumRaw=0.0000

TiberiumBullet=0.1000  
TiberiumShrapnel=0.0500  
C4=2.0000  
Laser=1.0000  
Laser\_NoBuilding=1.0000  
Repair=1.0000  
IonCannon=1.0000  
Nuke=1.0000  
Fire=1.0000  
Chem=0.1000  
Electric=1.0000  
Visceroid=1.0000  
Earth=1.0000  
RegenHealth=1.0000  
BlamoKiller=10000.0000  
Death=10000.0000  
Harmless=0.0000  
CNC\_Flamethrower=1.0000  
CNC\_Chem=0.1000

[Scale\_SkinMutant]

None=1.0000  
Steel=0.5000  
Steel\_NoBuilding=0.5000  
Shrapnel=0.5000  
Explosive=1.0000  
Explosive\_NoBuilding=1.0000  
Shell=1.0000  
Shell\_NoBuilding=1.0000  
Flamethrower=1.0000  
TiberiumRaw=-4.0000  
TiberiumBullet=-2.5000  
TiberiumShrapnel=-1.0000  
C4=2.0000  
Laser=1.0000  
Laser\_NoBuilding=1.0000  
Repair=1.0000  
IonCannon=1.0000  
Nuke=1.0000  
Fire=1.0000  
Chem=-4.0000  
Electric=1.0000  
Visceroid=1.0000  
Earth=1.0000  
RegenHealth=1.0000  
BlamoKiller=10000.0000  
Death=10000.0000  
Harmless=0.0000



CNC\_Flamethrower=1.0000  
CNC\_Chem=-2.5000

[Scale\_SkinVehicleLight]

None=1.0000  
Steel=0.5000  
Steel\_NoBuilding=0.5000  
Shrapnel=0.0500  
Explosive=1.0000  
Explosive\_NoBuilding=1.0000  
Shell=1.0000  
Shell\_NoBuilding=1.0000  
Flamethrower=0.4000  
TiberiumRaw=0.0000  
TiberiumBullet=0.5000  
TiberiumShrapnel=0.4000  
C4=2.0000  
Laser=1.0000  
Laser\_NoBuilding=1.0000  
Repair=1.0000  
IonCannon=1.0000  
Nuke=1.0000  
Fire=1.0000  
Chem=0.1000  
Electric=1.0000  
Visceroid=1.0000  
Earth=1.0000  
RegenHealth=1.0000  
BlamoKiller=10000.0000  
Death=10000.0000  
Harmless=0.0000  
CNC\_Flamethrower=0.4000  
CNC\_Chem=0.5000

[Scale\_SkinVehicleMedium]

None=1.0000  
Steel=0.5000  
Steel\_NoBuilding=0.5000  
Shrapnel=0.0500  
Explosive=1.0000  
Explosive\_NoBuilding=1.0000  
Shell=1.0000  
Shell\_NoBuilding=1.0000  
Flamethrower=0.4000  
TiberiumRaw=0.0000  
TiberiumBullet=0.5000  
TiberiumShrapnel=0.4000  
C4=2.0000

Laser=1.0000  
Laser\_NoBuilding=1.0000  
Repair=1.0000  
IonCannon=1.0000  
Nuke=1.0000  
Fire=1.0000  
Chem=0.1000  
Electric=1.0000  
Visceroid=1.0000  
Earth=1.0000  
RegenHealth=1.0000  
BlamoKiller=10000.0000  
Death=10000.0000  
Harmless=0.0000  
CNC\_Flamethrower=0.4000  
CNC\_Chem=0.5000

[Scale\_SkinVehicleHeavy]

None=1.0000  
Steel=0.5000  
Steel\_NoBuilding=0.5000  
Shrapnel=0.0500  
Explosive=1.0000  
Explosive\_NoBuilding=1.0000  
Shell=1.0000  
Shell\_NoBuilding=1.0000  
Flamethrower=0.4000  
TiberiumRaw=0.0000  
TiberiumBullet=0.5000  
TiberiumShrapnel=0.4000  
C4=2.0000  
Laser=1.0000  
Laser\_NoBuilding=1.0000  
Repair=1.0000  
IonCannon=1.0000  
Nuke=1.0000  
Fire=1.0000  
Chem=0.1000  
Electric=1.0000  
Visceroid=1.0000  
Earth=1.0000  
RegenHealth=1.0000  
BlamoKiller=10000.0000  
Death=10000.0000  
Harmless=0.0000  
CNC\_Flamethrower=0.4000  
CNC\_Chem=0.5000

[Scale\_SkinStructureLight]

None=1.0000  
Steel=0.0100  
Steel\_NoBuilding=0.0000  
Shrapnel=0.0050  
Explosive=0.1000  
Explosive\_NoBuilding=0.0000  
Shell=1.0000  
Shell\_NoBuilding=0.0000  
Flamethrower=0.0100  
TiberiumRaw=0.0000  
TiberiumBullet=0.0100  
TiberiumShrapnel=0.0500  
C4=0.2500  
Laser=0.1000  
Laser\_NoBuilding=0.0000  
Repair=1.0000  
IonCannon=0.1000  
Nuke=1.0000  
Fire=1.0000  
Chem=0.0100  
Electric=1.0000  
Visceroid=1.0000  
Earth=1.0000  
RegenHealth=1.0000  
BlamoKiller=10000.0000  
Death=10000.0000  
Harmless=0.0000  
CNC\_Flamethrower=0.0100  
CNC\_Chem=0.0100

[Scale\_SkinStructureMedium]

None=1.0000  
Steel=0.0100  
Steel\_NoBuilding=0.0000  
Shrapnel=0.0050  
Explosive=0.1000  
Explosive\_NoBuilding=0.0000  
Shell=1.0000  
Shell\_NoBuilding=0.0000  
Flamethrower=0.0100  
TiberiumRaw=0.0000  
TiberiumBullet=0.0100  
TiberiumShrapnel=0.0500  
C4=0.2500  
Laser=0.1000  
Laser\_NoBuilding=0.0000  
Repair=1.0000

IonCannon=0.1000  
Nuke=1.0000  
Fire=1.0000  
Chem=0.0100  
Electric=1.0000  
Visceroid=1.0000  
Earth=1.0000  
RegenHealth=1.0000  
BlamoKiller=10000.0000  
Death=10000.0000  
Harmless=0.0000  
CNC\_Flamethrower=0.0100  
CNC\_Chem=0.0100

[Scale\_SkinStructureHeavy]  
None=1.0000  
Steel=0.0100  
Steel\_NoBuilding=0.0000  
Shrapnel=0.0050  
Explosive=0.1000  
Explosive\_NoBuilding=0.0000  
Shell=1.0000  
Shell\_NoBuilding=0.0000  
Flamethrower=0.0100  
TiberiumRaw=0.0000  
TiberiumBullet=0.0100  
TiberiumShrapnel=0.0500  
C4=0.2500  
Laser=0.1000  
Laser\_NoBuilding=0.0000  
Repair=1.0000  
IonCannon=0.1000  
Nuke=1.0000  
Fire=1.0000  
Chem=0.0100  
Electric=1.0000  
Visceroid=1.0000  
Earth=1.0000  
RegenHealth=1.0000  
BlamoKiller=10000.0000  
Death=10000.0000  
Harmless=0.0000  
CNC\_Flamethrower=0.0100  
CNC\_Chem=0.0100

[Scale\_SkinMCT]  
None=1.0000  
Steel=1.0000

Steel\_NoBuilding=1.0000  
Shrapnel=1.0000  
Explosive=1.0000  
Explosive\_NoBuilding=1.0000  
Shell=1.0000  
Shell\_NoBuilding=1.0000  
Flamethrower=1.0000  
TiberiumRaw=0.0000  
TiberiumBullet=1.0000  
TiberiumShrapnel=1.0000  
C4=100.0000  
Laser=1.0000  
Laser\_NoBuilding=1.0000  
Repair=1.0000  
IonCannon=1.0000  
Nuke=1.0000  
Fire=1.0000  
Chem=1.0000  
Electric=1.0000  
Visceroid=1.0000  
Earth=1.0000  
RegenHealth=1.0000  
BlamoKiller=10000.0000  
Death=10000.0000  
Harmless=0.0000  
CNC\_Flamethrower=1.0000  
CNC\_Chem=1.0000

[Scale\_ShieldFlameThrower]

None=1.0000  
Steel=2.0000  
Steel\_NoBuilding=2.0000  
Shrapnel=1.0000  
Explosive=0.5000  
Explosive\_NoBuilding=0.5000  
Shell=2.0000  
Shell\_NoBuilding=2.0000  
Flamethrower=0.1000  
TiberiumRaw=1.0000  
TiberiumBullet=1.0000  
TiberiumShrapnel=1.0000  
C4=1.0000  
Laser=1.0000  
Laser\_NoBuilding=1.0000  
Repair=1.0000  
IonCannon=1.0000  
Nuke=1.0000  
Fire=0.1000

Chem=1.0000  
Electric=0.1000  
Visceroid=1.0000  
Earth=1.0000  
RegenHealth=1.0000  
BlamoKiller=10000.0000  
Death=10000.0000  
Harmless=0.0000  
CNC\_Flamethrower=0.1000  
CNC\_Chem=1.0000

[Scale\_ShieldChemWarrior]

None=1.0000  
Steel=2.0000  
Steel\_NoBuilding=2.0000  
Shrapnel=1.0000  
Explosive=0.5000  
Explosive\_NoBuilding=0.5000  
Shell=2.0000  
Shell\_NoBuilding=2.0000  
Flamethrower=1.0000  
TiberiumRaw=0.0000  
TiberiumBullet=0.5000  
TiberiumShrapnel=0.2500  
C4=2.0000  
Laser=1.0000  
Laser\_NoBuilding=1.0000  
Repair=1.0000  
IonCannon=1.0000  
Nuke=1.0000  
Fire=1.0000  
Chem=0.1000  
Electric=1.0000  
Visceroid=1.0000  
Earth=1.0000  
RegenHealth=1.0000  
BlamoKiller=10000.0000  
Death=10000.0000  
Harmless=0.0000  
CNC\_Flamethrower=1.0000  
CNC\_Chem=0.5000

[Scale\_ShieldCombatArmor]

None=1.0000  
Steel=2.0000  
Steel\_NoBuilding=2.0000  
Shrapnel=1.0000  
Explosive=1.0000

Explosive\_NoBuilding=1.0000  
Shell=2.0000  
Shell\_NoBuilding=2.0000  
Flamethrower=1.0000  
TiberiumRaw=1.0000  
TiberiumBullet=1.0000  
TiberiumShrapnel=1.0000  
C4=2.0000  
Laser=1.0000  
Laser\_NoBuilding=1.0000  
Repair=1.0000  
IonCannon=1.0000  
Nuke=1.0000  
Fire=1.0000  
Chem=1.0000  
Electric=1.0000  
Visceroid=1.0000  
Earth=1.0000  
RegenHealth=1.0000  
BlamoKiller=10000.0000  
Death=10000.0000  
Harmless=0.0000  
CNC\_Flamethrower=1.0000  
CNC\_Chem=1.0000

[Scale\_ShieldEnviro]

None=1.0000  
Steel=2.0000  
Steel\_NoBuilding=2.0000  
Shrapnel=1.0000  
Explosive=1.0000  
Explosive\_NoBuilding=1.0000  
Shell=2.0000  
Shell\_NoBuilding=2.0000  
Flamethrower=1.0000  
TiberiumRaw=1.0000  
TiberiumBullet=1.0000  
TiberiumShrapnel=1.0000  
C4=2.0000  
Laser=1.0000  
Laser\_NoBuilding=1.0000  
Repair=1.0000  
IonCannon=1.0000  
Nuke=1.0000  
Fire=1.0000  
Chem=1.0000  
Electric=1.0000  
Visceroid=1.0000

Earth=1.0000  
RegenHealth=1.0000  
BlamoKiller=10000.0000  
Death=10000.0000  
Harmless=0.0000  
CNC\_Flamethrower=1.0000  
CNC\_Chem=1.0000

[Scale\_ShieldKevlar]

None=1.0000  
Steel=2.0000  
Steel\_NoBuilding=2.0000  
Shrapnel=1.0000  
Explosive=1.0000  
Explosive\_NoBuilding=1.0000  
Shell=2.0000  
Shell\_NoBuilding=2.0000  
Flamethrower=1.0000  
TiberiumRaw=1.0000  
TiberiumBullet=1.0000  
TiberiumShrapnel=1.0000  
C4=2.0000  
Laser=1.0000  
Laser\_NoBuilding=1.0000  
Repair=1.0000  
IonCannon=1.0000  
Nuke=1.0000  
Fire=1.0000  
Chem=1.0000  
Electric=1.0000  
Visceroid=1.0000  
Earth=1.0000  
RegenHealth=1.0000  
BlamoKiller=10000.0000  
Death=10000.0000  
Harmless=0.0000  
CNC\_Flamethrower=1.0000  
CNC\_Chem=1.0000

[Scale\_ShieldSpectra]

None=1.0000  
Steel=2.0000  
Steel\_NoBuilding=2.0000  
Shrapnel=1.0000  
Explosive=1.0000  
Explosive\_NoBuilding=1.0000  
Shell=2.0000  
Shell\_NoBuilding=2.0000



Flamethrower=1.0000  
TiberiumRaw=1.0000  
TiberiumBullet=1.0000  
TiberiumShrapnel=1.0000  
C4=2.0000  
Laser=1.0000  
Laser\_NoBuilding=1.0000  
Repair=1.0000  
IonCannon=1.0000  
Nuke=1.0000  
Fire=1.0000  
Chem=1.0000  
Electric=1.0000  
Visceroid=1.0000  
Earth=1.0000  
RegenHealth=1.0000  
BlamoKiller=10000.0000  
Death=10000.0000  
Harmless=0.0000  
CNC\_Flamethrower=1.0000  
CNC\_Chem=1.0000

[Scale\_ShieldVehicleLight]  
None=1.0000  
Steel=0.5000  
Steel\_NoBuilding=0.5000  
Shrapnel=0.0500  
Explosive=1.0000  
Explosive\_NoBuilding=1.0000  
Shell=1.0000  
Shell\_NoBuilding=1.0000  
Flamethrower=0.5000  
TiberiumRaw=0.0000  
TiberiumBullet=0.5000  
TiberiumShrapnel=0.4000  
C4=2.0000  
Laser=1.0000  
Laser\_NoBuilding=1.0000  
Repair=1.0000  
IonCannon=1.0000  
Nuke=1.0000  
Fire=1.0000  
Chem=0.1000  
Electric=1.0000  
Visceroid=1.0000  
Earth=1.0000  
RegenHealth=1.0000  
BlamoKiller=10000.0000

Death=10000.0000  
Harmless=0.0000  
CNC\_Flamethrower=0.5000  
CNC\_Chem=0.5000

[Scale\_ShieldVehicleMedium]

None=1.0000  
Steel=0.5000  
Steel\_NoBuilding=0.5000  
Shrapnel=0.0500  
Explosive=1.0000  
Explosive\_NoBuilding=1.0000  
Shell=1.0000  
Shell\_NoBuilding=1.0000  
Flamethrower=0.5000  
TiberiumRaw=0.0000  
TiberiumBullet=0.5000  
TiberiumShrapnel=0.4000  
C4=2.0000  
Laser=1.0000  
Laser\_NoBuilding=1.0000  
Repair=1.0000  
IonCannon=1.0000  
Nuke=1.0000  
Fire=1.0000  
Chem=0.1000  
Electric=1.0000  
Visceroid=1.0000  
Earth=1.0000  
RegenHealth=1.0000  
BlamoKiller=10000.0000  
Death=10000.0000  
Harmless=0.0000  
CNC\_Flamethrower=0.5000  
CNC\_Chem=0.5000

[Scale\_ShieldVehicleHeavy]

None=1.0000  
Steel=0.5000  
Steel\_NoBuilding=0.5000  
Shrapnel=0.0500  
Explosive=1.0000  
Explosive\_NoBuilding=1.0000  
Shell=1.0000  
Shell\_NoBuilding=1.0000  
Flamethrower=0.5000  
TiberiumRaw=0.0000  
TiberiumBullet=0.5000

TiberiumShrapnel=0.4000  
C4=2.0000  
Laser=1.0000  
Laser\_NoBuilding=1.0000  
Repair=1.0000  
IonCannon=1.0000  
Nuke=1.0000  
Fire=1.0000  
Chem=0.1000  
Electric=1.0000  
Visceroid=1.0000  
Earth=1.0000  
RegenHealth=1.0000  
BlamoKiller=10000.0000  
Death=10000.0000  
Harmless=0.0000  
CNC\_Flamethrower=0.5000  
CNC\_Chem=0.5000

[Scale\_ShieldStructureLight]

None=1.0000  
Steel=0.0100  
Steel\_NoBuilding=0.0000  
Shrapnel=0.0050  
Explosive=0.1000  
Explosive\_NoBuilding=0.0000  
Shell=1.0000  
Shell\_NoBuilding=0.0000  
Flamethrower=0.1000  
TiberiumRaw=0.0000  
TiberiumBullet=0.0100  
TiberiumShrapnel=0.0500  
C4=0.1000  
Laser=0.1000  
Laser\_NoBuilding=0.0000  
Repair=1.0000  
IonCannon=0.0500  
Nuke=1.0000  
Fire=1.0000  
Chem=0.0100  
Electric=1.0000  
Visceroid=1.0000  
Earth=1.0000  
RegenHealth=1.0000  
BlamoKiller=10000.0000  
Death=10000.0000  
Harmless=0.0000  
CNC\_Flamethrower=0.1000

CNC\_Chem=0.0100

[Scale\_ShieldStructureMedium]

None=1.0000

Steel=0.0100

Steel\_NoBuilding=0.0000

Shrapnel=0.0050

Explosive=0.1000

Explosive\_NoBuilding=0.0000

Shell=1.0000

Shell\_NoBuilding=0.0000

Flamethrower=0.1000

TiberiumRaw=0.0000

TiberiumBullet=0.0100

TiberiumShrapnel=0.0500

C4=0.1000

Laser=0.1000

Laser\_NoBuilding=0.0000

Repair=1.0000

IonCannon=0.0500

Nuke=1.0000

Fire=1.0000

Chem=0.0100

Electric=1.0000

Visceroid=1.0000

Earth=1.0000

RegenHealth=1.0000

BlamoKiller=10000.0000

Death=10000.0000

Harmless=0.0000

CNC\_Flamethrower=0.1000

CNC\_Chem=0.0100

[Scale\_ShieldStructureHeavy]

None=1.0000

Steel=0.0100

Steel\_NoBuilding=0.0000

Shrapnel=0.0050

Explosive=0.1000

Explosive\_NoBuilding=0.0000

Shell=1.0000

Shell\_NoBuilding=0.0000

Flamethrower=0.1000

TiberiumRaw=0.0000

TiberiumBullet=0.0100

TiberiumShrapnel=0.0500

C4=0.1000

Laser=0.1000

Laser\_NoBuilding=0.0000  
Repair=1.0000  
IonCannon=0.0500  
Nuke=1.0000  
Fire=1.0000  
Chem=0.0100  
Electric=1.0000  
Visceroid=1.0000  
Earth=1.0000  
RegenHealth=1.0000  
BlamoKiller=10000.0000  
Death=10000.0000  
Harmless=0.0000  
CNC\_Flamethrower=0.1000  
CNC\_Chem=0.0100

[Scale\_SkinC4]

None=1.0000  
Steel=0.0000  
Steel\_NoBuilding=0.0000  
Shrapnel=0.0000  
Explosive=0.0000  
Explosive\_NoBuilding=0.0000  
Shell=0.0000  
Shell\_NoBuilding=0.0000  
Flamethrower=0.0000  
TiberiumRaw=0.0000  
TiberiumBullet=0.0000  
TiberiumShrapnel=0.0000  
C4=0.0000  
Laser=0.0000  
Laser\_NoBuilding=0.0000  
Repair=-1.0000  
IonCannon=0.0000  
Nuke=1.0000  
Fire=0.0000  
Chem=0.0000  
Electric=0.0000  
Visceroid=0.0000  
Earth=0.0000  
RegenHealth=1.0000  
BlamoKiller=10000.0000  
Death=10000.0000  
Harmless=0.0000  
CNC\_Flamethrower=0.0000  
CNC\_Chem=0.0000

[Scale\_CNCVehicleSkin]

None=1.0000  
Steel=0.2000  
Steel\_NoBuilding=0.2000  
Shrapnel=0.1000  
Explosive=0.4000  
Explosive\_NoBuilding=0.4000  
Shell=1.0000  
Shell\_NoBuilding=1.0000  
Flamethrower=0.4000  
TiberiumRaw=0.0000  
TiberiumBullet=0.6000  
TiberiumShrapnel=0.2500  
C4=2.0000  
Laser=0.4000  
Laser\_NoBuilding=1.0000  
Repair=1.0000  
IonCannon=0.4000  
Nuke=1.0000  
Fire=1.0000  
Chem=0.1000  
Electric=1.0000  
Visceroid=1.0000  
Earth=1.0000  
RegenHealth=1.0000  
BlamoKiller=10000.0000  
Death=10000.0000  
Harmless=0.0000  
CNC\_Flamethrower=0.4000  
CNC\_Chem=0.6000

[Scale\_CNCVehicleLight]

None=1.0000  
Steel=0.2000  
Steel\_NoBuilding=0.5000  
Shrapnel=0.3000  
Explosive=0.3000  
Explosive\_NoBuilding=0.3000  
Shell=0.5000  
Shell\_NoBuilding=0.5000  
Flamethrower=0.3500  
TiberiumRaw=0.0000  
TiberiumBullet=0.6000  
TiberiumShrapnel=0.2000  
C4=2.0000  
Laser=0.4000  
Laser\_NoBuilding=1.0000  
Repair=1.0000  
IonCannon=0.4000

Nuke=0.5000  
Fire=1.0000  
Chem=0.0500  
Electric=1.0000  
Visceroid=0.5000  
Earth=0.5000  
RegenHealth=1.0000  
BlamoKiller=10000.0000  
Death=10000.0000  
Harmless=0.0000  
CNC\_Flamethrower=0.3500  
CNC\_Chem=0.6000

[Scale\_CNCVehicleMedium]

None=1.0000  
Steel=0.2000  
Steel\_NoBuilding=0.2000  
Shrapnel=0.1000  
Explosive=0.3000  
Explosive\_NoBuilding=0.3000  
Shell=0.5000  
Shell\_NoBuilding=0.5000  
Flamethrower=0.3500  
TiberiumRaw=0.0000  
TiberiumBullet=0.6000  
TiberiumShrapnel=0.2000  
C4=2.0000  
Laser=0.4000  
Laser\_NoBuilding=1.0000  
Repair=1.0000  
IonCannon=0.4000  
Nuke=0.5000  
Fire=1.0000  
Chem=0.0500  
Electric=1.0000  
Visceroid=0.5000  
Earth=0.5000  
RegenHealth=1.0000  
BlamoKiller=10000.0000  
Death=10000.0000  
Harmless=0.0000  
CNC\_Flamethrower=0.3500  
CNC\_Chem=0.6000

[Scale\_CNCVehicleHeavy]

None=1.0000  
Steel=0.1500  
Steel\_NoBuilding=0.1500

Shrapnel=0.0250  
Explosive=0.3000  
Explosive\_NoBuilding=0.3000  
Shell=0.5000  
Shell\_NoBuilding=0.5000  
Flamethrower=0.1750  
TiberiumRaw=0.0000  
TiberiumBullet=0.3000  
TiberiumShrapnel=0.1000  
C4=2.0000  
Laser=0.4000  
Laser\_NoBuilding=1.0000  
Repair=1.0000  
IonCannon=0.4000  
Nuke=0.5000  
Fire=1.0000  
Chem=0.0500  
Electric=1.0000  
Visceroid=0.5000  
Earth=0.5000  
RegenHealth=1.0000  
BlamoKiller=10000.0000  
Death=10000.0000  
Harmless=0.0000  
CNC\_Flamethrower=0.1750  
CNC\_Chem=0.3000

[Scale\_CNCMCTSkin]

None=1.0000  
Steel=0.0100  
Steel\_NoBuilding=0.1000  
Shrapnel=0.0100  
Explosive=0.1500  
Explosive\_NoBuilding=0.1500  
Shell=0.2500  
Shell\_NoBuilding=0.2500  
Flamethrower=0.0500  
TiberiumRaw=0.0000  
TiberiumBullet=0.1000  
TiberiumShrapnel=0.0500  
C4=1.0000  
Laser=0.0750  
Laser\_NoBuilding=1.0000  
Repair=0.5000  
IonCannon=0.1000  
Nuke=1.0000  
Fire=0.3500  
Chem=1.0000



Electric=0.3500  
Visceroid=1.0000  
Earth=1.0000  
RegenHealth=1.0000  
BlamoKiller=10000.0000  
Death=10000.0000  
Harmless=0.0000  
CNC\_Flamethrower=0.0500  
CNC\_Chem=0.1000

[Scale\_CNCStructureLight]

None=1.0000  
Steel=0.0050  
Steel\_NoBuilding=0.0000  
Shrapnel=0.0010  
Explosive=0.0750  
Explosive\_NoBuilding=0.0000  
Shell=0.1000  
Shell\_NoBuilding=0.1000  
Flamethrower=0.0250  
TiberiumRaw=0.0000  
TiberiumBullet=0.0500  
TiberiumShrapnel=0.0400  
C4=0.1000  
Laser=0.0500  
Laser\_NoBuilding=0.0000  
Repair=0.2500  
IonCannon=0.0500  
Nuke=1.0000  
Fire=0.3500  
Chem=0.0100  
Electric=0.3500  
Visceroid=1.0000  
Earth=1.0000  
RegenHealth=1.0000  
BlamoKiller=10000.0000  
Death=10000.0000  
Harmless=0.0000  
CNC\_Flamethrower=0.0250  
CNC\_Chem=0.0500

[Scale\_CNCStructureMedium]

None=1.0000  
Steel=0.0050  
Steel\_NoBuilding=0.0000  
Shrapnel=0.0010  
Explosive=0.0750  
Explosive\_NoBuilding=0.0000

Shell=0.1000  
Shell\_NoBuilding=0.1000  
Flamethrower=0.0250  
TiberiumRaw=0.0000  
TiberiumBullet=0.0500  
TiberiumShrapnel=0.0400  
C4=0.1000  
Laser=0.0500  
Laser\_NoBuilding=0.0000  
Repair=0.2500  
IonCannon=0.0500  
Nuke=1.0000  
Fire=0.3500  
Chem=0.0100  
Electric=0.3500  
Visceroid=1.0000  
Earth=1.0000  
RegenHealth=1.0000  
BlamoKiller=10000.0000  
Death=10000.0000  
Harmless=0.0000  
CNC\_Flamethrower=0.0250  
CNC\_Chem=0.0500

[Scale\_CNCStructureHeavy]

None=1.0000  
Steel=0.0050  
Steel\_NoBuilding=0.0000  
Shrapnel=0.0010  
Explosive=0.0750  
Explosive\_NoBuilding=0.0000  
Shell=0.1000  
Shell\_NoBuilding=0.1000  
Flamethrower=0.0250  
TiberiumRaw=0.0000  
TiberiumBullet=0.0500  
TiberiumShrapnel=0.0400  
C4=0.1000  
Laser=0.0500  
Laser\_NoBuilding=0.0000  
Repair=0.2500  
IonCannon=0.0500  
Nuke=1.0000  
Fire=0.3500  
Chem=0.0100  
Electric=0.3500  
Visceroid=1.0000  
Earth=1.0000

RegenHealth=1.0000  
BlamoKiller=10000.0000  
Death=10000.0000  
Harmless=0.0000  
CNC\_Flamethrower=0.0250  
CNC\_Chem=0.0500

; This shows the shield absorbency for each armor warhead pair  
; For each ArmorType, list the non-zero normalized percentage of damage  
; that will go to the shield. The remainder goes to the skin health

[Shield\_None]  
None=1.00  
Steel=1.00  
Steel\_NoBuilding=1.00  
Shrapnel=1.00  
Explosive=1.00  
Explosive\_NoBuilding=1.00  
Shell=1.00  
Shell\_NoBuilding=1.00  
Flamethrower=1.00  
TiberiumRaw=1.00  
TiberiumBullet=1.00  
TiberiumShrapnel=1.00  
C4=1.00  
Laser=1.00  
Laser\_NoBuilding=1.00  
Repair=1.00  
IonCannon=1.00  
Nuke=1.00  
Fire=1.00  
Chem=1.00  
Electric=1.00  
Visceroid=1.00  
Earth=1.00  
RegenHealth=0.00  
BlamoKiller=0.00  
Death=1.00  
Harmless=0.00  
CNC\_Flamethrower=1.00  
CNC\_Chem=1.00

[Shield\_Blamo]  
None=1.00  
Steel=1.00  
Steel\_NoBuilding=1.00  
Shrapnel=1.00  
Explosive=1.00

Explosive\_NoBuilding=1.00  
Shell=1.00  
Shell\_NoBuilding=1.00  
Flamethrower=1.00  
TiberiumRaw=1.00  
TiberiumBullet=1.00  
TiberiumShrapnel=1.00  
C4=1.00  
Laser=1.00  
Laser\_NoBuilding=1.00  
Repair=1.00  
IonCannon=1.00  
Nuke=1.00  
Fire=1.00  
Chem=1.00  
Electric=1.00  
Visceroid=1.00  
Earth=1.00  
RegenHealth=0.00  
BlamoKiller=0.00  
Death=1.00  
Harmless=0.00  
CNC\_Flamethrower=1.00  
CNC\_Chem=1.00

[Shield\_SkinFlesh]

None=1.00  
Steel=1.00  
Steel\_NoBuilding=1.00  
Shrapnel=1.00  
Explosive=1.00  
Explosive\_NoBuilding=1.00  
Shell=1.00  
Shell\_NoBuilding=1.00  
Flamethrower=1.00  
TiberiumRaw=1.00  
TiberiumBullet=1.00  
TiberiumShrapnel=1.00  
C4=1.00  
Laser=1.00  
Laser\_NoBuilding=1.00  
Repair=0.50  
IonCannon=1.00  
Nuke=1.00  
Fire=1.00  
Chem=1.00  
Electric=1.00  
Visceroid=1.00

Earth=0.00  
RegenHealth=0.00  
BlamoKiller=0.00  
Death=1.00  
Harmless=0.00  
CNC\_Flamethrower=1.00  
CNC\_Chem=1.00

[Shield\_SkinFlameThrower]

None=1.00  
Steel=1.00  
Steel\_NoBuilding=1.00  
Shrapnel=1.00  
Explosive=1.00  
Explosive\_NoBuilding=1.00  
Shell=1.00  
Shell\_NoBuilding=1.00  
Flamethrower=1.00  
TiberiumRaw=1.00  
TiberiumBullet=1.00  
TiberiumShrapnel=1.00  
C4=1.00  
Laser=1.00  
Laser\_NoBuilding=1.00  
Repair=0.50  
IonCannon=1.00  
Nuke=1.00  
Fire=1.00  
Chem=1.00  
Electric=1.00  
Visceroid=1.00  
Earth=0.00  
RegenHealth=0.00  
BlamoKiller=0.00  
Death=1.00  
Harmless=0.00  
CNC\_Flamethrower=1.00  
CNC\_Chem=1.00

[Shield\_SkinChemWarrior]

None=1.00  
Steel=1.00  
Steel\_NoBuilding=1.00  
Shrapnel=1.00  
Explosive=1.00  
Explosive\_NoBuilding=1.00  
Shell=1.00  
Shell\_NoBuilding=1.00

Flamethrower=1.00  
TiberiumRaw=1.00  
TiberiumBullet=1.00  
TiberiumShrapnel=1.00  
C4=1.00  
Laser=1.00  
Laser\_NoBuilding=1.00  
Repair=0.50  
IonCannon=1.00  
Nuke=1.00  
Fire=1.00  
Chem=1.00  
Electric=1.00  
Visceroid=1.00  
Earth=0.00  
RegenHealth=0.00  
BlamoKiller=0.00  
Death=1.00  
Harmless=0.00  
CNC\_Flamethrower=1.00  
CNC\_Chem=1.00

[Shield\_SkinMutant]

None=1.00  
Steel=1.00  
Steel\_NoBuilding=1.00  
Shrapnel=1.00  
Explosive=1.00  
Explosive\_NoBuilding=1.00  
Shell=1.00  
Shell\_NoBuilding=1.00  
Flamethrower=1.00  
TiberiumRaw=1.00  
TiberiumBullet=1.00  
TiberiumShrapnel=1.00  
C4=1.00  
Laser=1.00  
Laser\_NoBuilding=1.00  
Repair=0.50  
IonCannon=1.00  
Nuke=1.00  
Fire=1.00  
Chem=1.00  
Electric=1.00  
Visceroid=1.00  
Earth=0.00  
RegenHealth=0.00  
BlamoKiller=0.00

Death=1.00  
Harmless=0.00  
CNC\_Flamethrower=1.00  
CNC\_Chem=1.00

[Shield\_SkinVehicleLight]

None=1.00  
Steel=1.00  
Steel\_NoBuilding=1.00  
Shrapnel=1.00  
Explosive=1.00  
Explosive\_NoBuilding=1.00  
Shell=1.00  
Shell\_NoBuilding=1.00  
Flamethrower=1.00  
TiberiumRaw=1.00  
TiberiumBullet=1.00  
TiberiumShrapnel=1.00  
C4=1.00  
Laser=1.00  
Laser\_NoBuilding=1.00  
Repair=0.50  
IonCannon=1.00  
Nuke=1.00  
Fire=1.00  
Chem=1.00  
Electric=1.00  
Visceroid=1.00  
Earth=0.00  
RegenHealth=0.00  
BlamoKiller=0.00  
Death=1.00  
Harmless=0.00  
CNC\_Flamethrower=1.00  
CNC\_Chem=1.00

[Shield\_SkinVehicleMedium]

None=1.00  
Steel=1.00  
Steel\_NoBuilding=1.00  
Shrapnel=1.00  
Explosive=1.00  
Explosive\_NoBuilding=1.00  
Shell=1.00  
Shell\_NoBuilding=1.00  
Flamethrower=1.00  
TiberiumRaw=1.00  
TiberiumBullet=1.00

TiberiumShrapnel=1.00  
C4=1.00  
Laser=1.00  
Laser\_NoBuilding=1.00  
Repair=0.50  
IonCannon=1.00  
Nuke=1.00  
Fire=1.00  
Chem=1.00  
Electric=1.00  
Visceroid=1.00  
Earth=0.00  
RegenHealth=0.00  
BlamoKiller=0.00  
Death=1.00  
Harmless=0.00  
CNC\_Flamethrower=1.00  
CNC\_Chem=1.00

[Shield\_SkinVehicleHeavy]

None=1.00  
Steel=1.00  
Steel\_NoBuilding=1.00  
Shrapnel=1.00  
Explosive=1.00  
Explosive\_NoBuilding=1.00  
Shell=1.00  
Shell\_NoBuilding=1.00  
Flamethrower=1.00  
TiberiumRaw=1.00  
TiberiumBullet=1.00  
TiberiumShrapnel=1.00  
C4=1.00  
Laser=1.00  
Laser\_NoBuilding=1.00  
Repair=0.50  
IonCannon=1.00  
Nuke=1.00  
Fire=1.00  
Chem=1.00  
Electric=1.00  
Visceroid=1.00  
Earth=0.00  
RegenHealth=0.00  
BlamoKiller=0.00  
Death=1.00  
Harmless=0.00  
CNC\_Flamethrower=1.00



CNC\_Chem=1.00

[Shield\_SkinStructureLight]

None=1.00

Steel=1.00

Steel\_NoBuilding=1.00

Shrapnel=1.00

Explosive=1.00

Explosive\_NoBuilding=1.00

Shell=1.00

Shell\_NoBuilding=1.00

Flamethrower=1.00

TiberiumRaw=1.00

TiberiumBullet=1.00

TiberiumShrapnel=1.00

C4=1.00

Laser=1.00

Laser\_NoBuilding=1.00

Repair=0.50

IonCannon=1.00

Nuke=1.00

Fire=1.00

Chem=1.00

Electric=1.00

Visceroid=1.00

Earth=0.00

RegenHealth=0.00

BlamoKiller=0.00

Death=1.00

Harmless=0.00

CNC\_Flamethrower=1.00

CNC\_Chem=1.00

[Shield\_SkinStructureMedium]

None=1.00

Steel=1.00

Steel\_NoBuilding=1.00

Shrapnel=1.00

Explosive=1.00

Explosive\_NoBuilding=1.00

Shell=1.00

Shell\_NoBuilding=1.00

Flamethrower=1.00

TiberiumRaw=1.00

TiberiumBullet=1.00

TiberiumShrapnel=1.00

C4=1.00

Laser=1.00

Laser\_NoBuilding=1.00  
Repair=0.50  
IonCannon=1.00  
Nuke=1.00  
Fire=1.00  
Chem=1.00  
Electric=1.00  
Visceroid=1.00  
Earth=0.00  
RegenHealth=0.00  
BlamoKiller=0.00  
Death=1.00  
Harmless=0.00  
CNC\_Flamethrower=1.00  
CNC\_Chem=1.00

[Shield\_SkinStructureHeavy]

None=1.00  
Steel=1.00  
Steel\_NoBuilding=1.00  
Shrapnel=1.00  
Explosive=1.00  
Explosive\_NoBuilding=1.00  
Shell=1.00  
Shell\_NoBuilding=1.00  
Flamethrower=1.00  
TiberiumRaw=1.00  
TiberiumBullet=1.00  
TiberiumShrapnel=1.00  
C4=1.00  
Laser=1.00  
Laser\_NoBuilding=1.00  
Repair=0.50  
IonCannon=1.00  
Nuke=1.00  
Fire=1.00  
Chem=1.00  
Electric=1.00  
Visceroid=1.00  
Earth=0.00  
RegenHealth=0.00  
BlamoKiller=0.00  
Death=1.00  
Harmless=0.00  
CNC\_Flamethrower=1.00  
CNC\_Chem=1.00

[Shield\_SkinMCT]

None=1.00  
Steel=1.00  
Steel\_NoBuilding=1.00  
Shrapnel=1.00  
Explosive=1.00  
Explosive\_NoBuilding=1.00  
Shell=1.00  
Shell\_NoBuilding=1.00  
Flamethrower=1.00  
TiberiumRaw=1.00  
TiberiumBullet=1.00  
TiberiumShrapnel=1.00  
C4=1.00  
Laser=1.00  
Laser\_NoBuilding=1.00  
Repair=0.50  
IonCannon=1.00  
Nuke=1.00  
Fire=1.00  
Chem=1.00  
Electric=1.00  
Visceroid=1.00  
Earth=0.00  
RegenHealth=0.00  
BlamoKiller=0.00  
Death=1.00  
Harmless=0.00  
CNC\_Flamethrower=1.00  
CNC\_Chem=1.00

[Shield\_ShieldFlameThrower]

None=1.00  
Steel=1.00  
Steel\_NoBuilding=1.00  
Shrapnel=1.00  
Explosive=1.00  
Explosive\_NoBuilding=1.00  
Shell=1.00  
Shell\_NoBuilding=1.00  
Flamethrower=1.00  
TiberiumRaw=1.00  
TiberiumBullet=1.00  
TiberiumShrapnel=1.00  
C4=1.00  
Laser=1.00  
Laser\_NoBuilding=1.00  
Repair=0.50  
IonCannon=1.00

Nuke=1.00  
Fire=1.00  
Chem=1.00  
Electric=1.00  
Visceroid=1.00  
Earth=0.00  
RegenHealth=0.00  
BlamoKiller=0.00  
Death=1.00  
Harmless=0.00  
CNC\_Flamethrower=1.00  
CNC\_Chem=1.00

[Shield\_ShieldChemWarrior]

None=1.00  
Steel=1.00  
Steel\_NoBuilding=1.00  
Shrapnel=1.00  
Explosive=1.00  
Explosive\_NoBuilding=1.00  
Shell=1.00  
Shell\_NoBuilding=1.00  
Flamethrower=1.00  
TiberiumRaw=1.00  
TiberiumBullet=1.00  
TiberiumShrapnel=1.00  
C4=1.00  
Laser=1.00  
Laser\_NoBuilding=1.00  
Repair=0.50  
IonCannon=1.00  
Nuke=1.00  
Fire=1.00  
Chem=1.00  
Electric=1.00  
Visceroid=1.00  
Earth=0.00  
RegenHealth=0.00  
BlamoKiller=0.00  
Death=1.00  
Harmless=0.00  
CNC\_Flamethrower=1.00  
CNC\_Chem=1.00

[Shield\_ShieldCombatArmor]

None=1.00  
Steel=1.00  
Steel\_NoBuilding=1.00

Shrapnel=1.00  
Explosive=1.00  
Explosive\_NoBuilding=1.00  
Shell=1.00  
Shell\_NoBuilding=1.00  
Flamethrower=1.00  
TiberiumRaw=1.00  
TiberiumBullet=1.00  
TiberiumShrapnel=1.00  
C4=1.00  
Laser=1.00  
Laser\_NoBuilding=1.00  
Repair=0.50  
IonCannon=1.00  
Nuke=1.00  
Fire=1.00  
Chem=1.00  
Electric=1.00  
Visceroid=1.00  
Earth=0.00  
RegenHealth=0.00  
BlamoKiller=0.00  
Death=1.00  
Harmless=0.00  
CNC\_Flamethrower=1.00  
CNC\_Chem=1.00

[Shield\_ShieldEnviro]

None=1.00  
Steel=1.00  
Steel\_NoBuilding=1.00  
Shrapnel=1.00  
Explosive=1.00  
Explosive\_NoBuilding=1.00  
Shell=1.00  
Shell\_NoBuilding=1.00  
Flamethrower=1.00  
TiberiumRaw=1.00  
TiberiumBullet=1.00  
TiberiumShrapnel=1.00  
C4=1.00  
Laser=1.00  
Laser\_NoBuilding=1.00  
Repair=0.50  
IonCannon=1.00  
Nuke=1.00  
Fire=1.00  
Chem=1.00

Electric=1.00  
Visceroid=1.00  
Earth=0.00  
RegenHealth=0.00  
BlamoKiller=0.00  
Death=1.00  
Harmless=0.00  
CNC\_Flamethrower=1.00  
CNC\_Chem=1.00

[Shield\_ShieldKevlar]

None=1.00  
Steel=1.00  
Steel\_NoBuilding=1.00  
Shrapnel=1.00  
Explosive=1.00  
Explosive\_NoBuilding=1.00  
Shell=1.00  
Shell\_NoBuilding=1.00  
Flamethrower=1.00  
TiberiumRaw=1.00  
TiberiumBullet=1.00  
TiberiumShrapnel=1.00  
C4=1.00  
Laser=1.00  
Laser\_NoBuilding=1.00  
Repair=0.50  
IonCannon=1.00  
Nuke=1.00  
Fire=1.00  
Chem=1.00  
Electric=1.00  
Visceroid=1.00  
Earth=0.00  
RegenHealth=0.00  
BlamoKiller=0.00  
Death=1.00  
Harmless=0.00  
CNC\_Flamethrower=1.00  
CNC\_Chem=1.00

[Shield\_ShieldSpectra]

None=1.00  
Steel=1.00  
Steel\_NoBuilding=1.00  
Shrapnel=1.00  
Explosive=1.00  
Explosive\_NoBuilding=1.00

Shell=1.00  
Shell\_NoBuilding=1.00  
Flamethrower=1.00  
TiberiumRaw=1.00  
TiberiumBullet=1.00  
TiberiumShrapnel=1.00  
C4=1.00  
Laser=1.00  
Laser\_NoBuilding=1.00  
Repair=0.50  
IonCannon=1.00  
Nuke=1.00  
Fire=1.00  
Chem=1.00  
Electric=1.00  
Visceroid=1.00  
Earth=0.00  
RegenHealth=0.00  
BlamoKiller=0.00  
Death=1.00  
Harmless=0.00  
CNC\_Flamethrower=1.00  
CNC\_Chem=1.00

[Shield\_ShieldVehicleLight]

None=1.00  
Steel=1.00  
Steel\_NoBuilding=1.00  
Shrapnel=1.00  
Explosive=1.00  
Explosive\_NoBuilding=1.00  
Shell=1.00  
Shell\_NoBuilding=1.00  
Flamethrower=1.00  
TiberiumRaw=1.00  
TiberiumBullet=1.00  
TiberiumShrapnel=1.00  
C4=1.00  
Laser=1.00  
Laser\_NoBuilding=1.00  
Repair=0.50  
IonCannon=1.00  
Nuke=1.00  
Fire=1.00  
Chem=1.00  
Electric=1.00  
Visceroid=1.00  
Earth=0.00

RegenHealth=0.00  
BlamoKiller=0.00  
Death=1.00  
Harmless=0.00  
CNC\_Flamethrower=1.00  
CNC\_Chem=1.00

[Shield\_ShieldVehicleMedium]

None=1.00  
Steel=1.00  
Steel\_NoBuilding=1.00  
Shrapnel=1.00  
Explosive=1.00  
Explosive\_NoBuilding=1.00  
Shell=1.00  
Shell\_NoBuilding=1.00  
Flamethrower=1.00  
TiberiumRaw=1.00  
TiberiumBullet=1.00  
TiberiumShrapnel=1.00  
C4=1.00  
Laser=1.00  
Laser\_NoBuilding=1.00  
Repair=0.50  
IonCannon=1.00  
Nuke=1.00  
Fire=1.00  
Chem=1.00  
Electric=1.00  
Visceroid=1.00  
Earth=0.00  
RegenHealth=0.00  
BlamoKiller=0.00  
Death=1.00  
Harmless=0.00  
CNC\_Flamethrower=1.00  
CNC\_Chem=1.00

[Shield\_ShieldVehicleHeavy]

None=1.00  
Steel=1.00  
Steel\_NoBuilding=1.00  
Shrapnel=1.00  
Explosive=1.00  
Explosive\_NoBuilding=1.00  
Shell=1.00  
Shell\_NoBuilding=1.00  
Flamethrower=1.00



TiberiumRaw=1.00  
TiberiumBullet=1.00  
TiberiumShrapnel=1.00  
C4=1.00  
Laser=1.00  
Laser\_NoBuilding=1.00  
Repair=0.50  
IonCannon=1.00  
Nuke=1.00  
Fire=1.00  
Chem=1.00  
Electric=1.00  
Visceroid=1.00  
Earth=0.00  
RegenHealth=0.00  
BlamoKiller=0.00  
Death=1.00  
Harmless=0.00  
CNC\_Flamethrower=1.00  
CNC\_Chem=1.00

[Shield\_ShieldStructureLight]

None=1.00  
Steel=1.00  
Steel\_NoBuilding=1.00  
Shrapnel=1.00  
Explosive=1.00  
Explosive\_NoBuilding=1.00  
Shell=1.00  
Shell\_NoBuilding=1.00  
Flamethrower=1.00  
TiberiumRaw=1.00  
TiberiumBullet=1.00  
TiberiumShrapnel=1.00  
C4=0.00  
Laser=1.00  
Laser\_NoBuilding=1.00  
Repair=0.50  
IonCannon=1.00  
Nuke=1.00  
Fire=1.00  
Chem=1.00  
Electric=1.00  
Visceroid=1.00  
Earth=0.00  
RegenHealth=0.00  
BlamoKiller=0.00  
Death=1.00

Harmless=0.00  
CNC\_Flamethrower=1.00  
CNC\_Chem=1.00

[Shield\_ShieldStructureMedium]

None=1.00  
Steel=1.00  
Steel\_NoBuilding=1.00  
Shrapnel=1.00  
Explosive=1.00  
Explosive\_NoBuilding=1.00  
Shell=1.00  
Shell\_NoBuilding=1.00  
Flamethrower=1.00  
TiberiumRaw=1.00  
TiberiumBullet=1.00  
TiberiumShrapnel=1.00  
C4=0.00  
Laser=1.00  
Laser\_NoBuilding=1.00  
Repair=0.50  
IonCannon=1.00  
Nuke=1.00  
Fire=1.00  
Chem=1.00  
Electric=1.00  
Visceroid=1.00  
Earth=0.00  
RegenHealth=0.00  
BlamoKiller=0.00  
Death=1.00  
Harmless=0.00  
CNC\_Flamethrower=1.00  
CNC\_Chem=1.00

[Shield\_ShieldStructureHeavy]

None=1.00  
Steel=1.00  
Steel\_NoBuilding=1.00  
Shrapnel=1.00  
Explosive=1.00  
Explosive\_NoBuilding=1.00  
Shell=1.00  
Shell\_NoBuilding=1.00  
Flamethrower=1.00  
TiberiumRaw=1.00  
TiberiumBullet=1.00  
TiberiumShrapnel=1.00

C4=0.00  
Laser=1.00  
Laser\_NoBuilding=1.00  
Repair=0.50  
IonCannon=1.00  
Nuke=1.00  
Fire=1.00  
Chem=1.00  
Electric=1.00  
Visceroid=1.00  
Earth=0.00  
RegenHealth=0.00  
BlamoKiller=0.00  
Death=1.00  
Harmless=0.00  
CNC\_Flamethrower=1.00  
CNC\_Chem=1.00

[Shield\_SkinC4]

None=1.00  
Steel=1.00  
Steel\_NoBuilding=1.00  
Shrapnel=1.00  
Explosive=1.00  
Explosive\_NoBuilding=1.00  
Shell=1.00  
Shell\_NoBuilding=1.00  
Flamethrower=1.00  
TiberiumRaw=1.00  
TiberiumBullet=1.00  
TiberiumShrapnel=1.00  
C4=1.00  
Laser=1.00  
Laser\_NoBuilding=1.00  
Repair=0.50  
IonCannon=1.00  
Nuke=1.00  
Fire=1.00  
Chem=1.00  
Electric=1.00  
Visceroid=1.00  
Earth=0.00  
RegenHealth=0.00  
BlamoKiller=0.00  
Death=1.00  
Harmless=0.00  
CNC\_Flamethrower=1.00  
CNC\_Chem=1.00

[Shield\_CNCVehicleSkin]  
None=1.00  
Steel=1.00  
Steel\_NoBuilding=1.00  
Shrapnel=1.00  
Explosive=1.00  
Explosive\_NoBuilding=1.00  
Shell=1.00  
Shell\_NoBuilding=1.00  
Flamethrower=1.00  
TiberiumRaw=1.00  
TiberiumBullet=1.00  
TiberiumShrapnel=1.00  
C4=1.00  
Laser=1.00  
Laser\_NoBuilding=1.00  
Repair=0.50  
IonCannon=1.00  
Nuke=1.00  
Fire=1.00  
Chem=1.00  
Electric=1.00  
Visceroid=1.00  
Earth=0.00  
RegenHealth=0.00  
BlamoKiller=0.00  
Death=1.00  
Harmless=0.00  
CNC\_Flamethrower=1.00  
CNC\_Chem=1.00

[Shield\_CNCVehicleLight]  
None=1.00  
Steel=1.00  
Steel\_NoBuilding=1.00  
Shrapnel=1.00  
Explosive=1.00  
Explosive\_NoBuilding=1.00  
Shell=1.00  
Shell\_NoBuilding=1.00  
Flamethrower=1.00  
TiberiumRaw=1.00  
TiberiumBullet=1.00  
TiberiumShrapnel=1.00  
C4=1.00  
Laser=1.00  
Laser\_NoBuilding=1.00

Repair=0.50  
IonCannon=1.00  
Nuke=1.00  
Fire=1.00  
Chem=1.00  
Electric=1.00  
Visceroid=1.00  
Earth=0.00  
RegenHealth=0.00  
BlamoKiller=0.00  
Death=1.00  
Harmless=0.00  
CNC\_Flamethrower=1.00  
CNC\_Chem=1.00

[Shield\_CNCVehicleMedium]

None=1.00  
Steel=1.00  
Steel\_NoBuilding=1.00  
Shrapnel=1.00  
Explosive=1.00  
Explosive\_NoBuilding=1.00  
Shell=1.00  
Shell\_NoBuilding=1.00  
Flamethrower=1.00  
TiberiumRaw=1.00  
TiberiumBullet=1.00  
TiberiumShrapnel=1.00  
C4=1.00  
Laser=1.00  
Laser\_NoBuilding=1.00  
Repair=0.50  
IonCannon=1.00  
Nuke=1.00  
Fire=1.00  
Chem=1.00  
Electric=1.00  
Visceroid=1.00  
Earth=0.00  
RegenHealth=0.00  
BlamoKiller=0.00  
Death=1.00  
Harmless=0.00  
CNC\_Flamethrower=1.00  
CNC\_Chem=1.00

[Shield\_CNCVehicleHeavy]

None=1.00

Steel=1.00  
Steel\_NoBuilding=1.00  
Shrapnel=1.00  
Explosive=1.00  
Explosive\_NoBuilding=1.00  
Shell=1.00  
Shell\_NoBuilding=1.00  
Flamethrower=1.00  
TiberiumRaw=1.00  
TiberiumBullet=1.00  
TiberiumShrapnel=1.00  
C4=1.00  
Laser=1.00  
Laser\_NoBuilding=1.00  
Repair=0.50  
IonCannon=1.00  
Nuke=1.00  
Fire=1.00  
Chem=1.00  
Electric=1.00  
Visceroid=1.00  
Earth=0.00  
RegenHealth=0.00  
BlamoKiller=0.00  
Death=1.00  
Harmless=0.00  
CNC\_Flamethrower=1.00  
CNC\_Chem=1.00

[Shield\_CNCMCTSkin]

None=1.00  
Steel=1.00  
Steel\_NoBuilding=1.00  
Shrapnel=1.00  
Explosive=1.00  
Explosive\_NoBuilding=1.00  
Shell=1.00  
Shell\_NoBuilding=1.00  
Flamethrower=1.00  
TiberiumRaw=1.00  
TiberiumBullet=1.00  
TiberiumShrapnel=1.00  
C4=1.00  
Laser=1.00  
Laser\_NoBuilding=1.00  
Repair=0.50  
IonCannon=1.00  
Nuke=1.00

Fire=1.00  
Chem=1.00  
Electric=1.00  
Visceroid=1.00  
Earth=0.00  
RegenHealth=0.00  
BlamoKiller=0.00  
Death=1.00  
Harmless=0.00  
CNC\_Flamethrower=1.00  
CNC\_Chem=1.00

[Shield\_CNCStructureLight]

None=1.00  
Steel=1.00  
Steel\_NoBuilding=1.00  
Shrapnel=1.00  
Explosive=1.00  
Explosive\_NoBuilding=1.00  
Shell=1.00  
Shell\_NoBuilding=1.00  
Flamethrower=1.00  
TiberiumRaw=1.00  
TiberiumBullet=1.00  
TiberiumShrapnel=1.00  
C4=1.00  
Laser=1.00  
Laser\_NoBuilding=1.00  
Repair=0.50  
IonCannon=1.00  
Nuke=1.00  
Fire=1.00  
Chem=1.00  
Electric=1.00  
Visceroid=1.00  
Earth=0.00  
RegenHealth=0.00  
BlamoKiller=0.00  
Death=1.00  
Harmless=0.00  
CNC\_Flamethrower=1.00  
CNC\_Chem=1.00

[Shield\_CNCStructureMedium]

None=1.00  
Steel=1.00  
Steel\_NoBuilding=1.00  
Shrapnel=1.00

Explosive=1.00  
Explosive\_NoBuilding=1.00  
Shell=1.00  
Shell\_NoBuilding=1.00  
Flamethrower=1.00  
TiberiumRaw=1.00  
TiberiumBullet=1.00  
TiberiumShrapnel=1.00  
C4=1.00  
Laser=1.00  
Laser\_NoBuilding=1.00  
Repair=0.50  
IonCannon=1.00  
Nuke=1.00  
Fire=1.00  
Chem=1.00  
Electric=1.00  
Visceroid=1.00  
Earth=0.00  
RegenHealth=0.00  
BlamoKiller=0.00  
Death=1.00  
Harmless=0.00  
CNC\_Flamethrower=1.00  
CNC\_Chem=1.00

[Shield\_CNCStructureHeavy]

None=1.00  
Steel=1.00  
Steel\_NoBuilding=1.00  
Shrapnel=1.00  
Explosive=1.00  
Explosive\_NoBuilding=1.00  
Shell=1.00  
Shell\_NoBuilding=1.00  
Flamethrower=1.00  
TiberiumRaw=1.00  
TiberiumBullet=1.00  
TiberiumShrapnel=1.00  
C4=1.00  
Laser=1.00  
Laser\_NoBuilding=1.00  
Repair=0.50  
IonCannon=1.00  
Nuke=1.00  
Fire=1.00  
Chem=1.00  
Electric=1.00



Visceroid=1.00  
Earth=0.00  
RegenHealth=0.00  
BlamoKiller=0.00  
Death=1.00  
Harmless=0.00  
CNC\_Flamethrower=1.00  
CNC\_Chem=1.00

; Special\_Damage  
; For each warhead that can cause a special damage mode, list it  
; Special Damage Types: Fire, Chem, Electric

[Special\_Damage\_Type]

Explosive=Fire  
Explosive\_NoBuilding=Fire  
Flamethrower=Fire  
TiberiumRaw=Chem  
TiberiumBullet=Chem  
TiberiumShrapnel=Chem  
C4=Fire  
Laser=Fire  
Laser\_NoBuilding=Fire  
IonCannon=Electric  
Nuke=Fire  
Fire=Fire  
Chem=Chem  
Electric=Electric  
Visceroid=Chem  
CNC\_Flamethrower=CNC\_Fire  
CNC\_Chem=CNC\_Chem

; For each warhead that can cause a special damage mode, list it's probability  
; Special Damage Types: Fire, Chem, Electric

[Special\_Damage\_Probability]

Explosive=0.10  
Explosive\_NoBuilding=0.10  
Flamethrower=0.50  
TiberiumRaw=0.50  
TiberiumBullet=0.10  
TiberiumShrapnel=0.25  
C4=0.50  
Laser=1.00  
Laser\_NoBuilding=1.00  
IonCannon=1.00  
Nuke=1.00

Fire=1.00  
Chem=1.00  
Electric=1.00  
Visceroid=1.00  
CNC\_Flamethrower=1.00  
CNC\_Chem=1.00

; Describe each of the Special Damages

[Special\_Damage\_CNC\_Fire]

Warhead=None

Duration=5

Scale=5

; Explosion=Explosion\_Flamethrower

[Special\_Damage\_CNC\_Chem]

Warhead=None

Duration=10

Scale=5

; Explosion=Explosion\_Flamethrower

[Special\_Damage\_Fire]

Warhead=None

Duration=2

Scale=5

; Explosion=Explosion\_Flamethrower

[Special\_Damage\_Chem]

Warhead=None

Duration=2

Scale=10

; Explosion=Explosion\_Chemsprayer

[Special\_Damage\_Electric]

Warhead=None

Duration=2

Scale=5

; Explosion=Explosion\_Crate\_Small

; Skins impervious to catching Special Damages

; If an Armor is impervious, but the Skin is not, the target will 'catch'

[Impervious\_Fire]

0=None

1=Blamo

2=SkinFlameThrower

3=SkinVehicleLight

4=SkinVehicleMedium

5=SkinVehicleHeavy  
6=SkinStructureLight  
7=SkinStructureMedium  
8=SkinStructureHeavy  
9=SkinMCT  
10=ShieldFlameThrower  
11=ShieldVehicleLight  
12=ShieldVehicleMedium  
13=ShieldVehicleHeavy  
14=ShieldStructureLight  
15=ShieldStructureMedium  
16=ShieldStructureHeavy  
17=SkinC4

[Impervious\_Chem]

0=None  
1=Blamo  
2=SkinChemWarrior  
3=SkinMutant  
4=SkinVehicleLight  
5=SkinVehicleMedium  
6=SkinVehicleHeavy  
7=SkinStructureLight  
8=SkinStructureMedium  
9=SkinStructureHeavy  
10=SkinMCT  
11=ShieldChemWarrior  
12=ShieldVehicleLight  
13=ShieldVehicleMedium  
14=ShieldVehicleHeavy  
15=ShieldStructureLight  
16=ShieldStructureMedium  
17=ShieldStructureHeavy  
18=SkinC4

[Impervious\_Electric]

0=None  
1=Blamo  
2=SkinVehicleLight  
3=SkinVehicleMedium  
4=SkinVehicleHeavy  
5=SkinStructureLight  
6=SkinStructureMedium  
7=SkinStructureHeavy  
8=SkinMCT  
9=ShieldVehicleLight  
10=ShieldVehicleMedium  
11=ShieldVehicleHeavy

12=ShieldStructureLight  
13=ShieldStructureMedium  
14=ShieldStructureHeavy  
15=SkinC4

; Visceroid Triggering  
; List probability for each warhead

[Visceroid\_Probability]  
TiberiumRaw=0.10  
TiberiumBullet=0.15  
TiberiumShrapnel=0.20  
Chem=0.25  
Visceroid=1.00

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Subject: Re: The Tiberium Thread  
Posted by [trooprm02](#) on Mon, 04 Aug 2008 22:40:20 GMT  
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WTffffffffffff Haa\_cks!!!!?!?!?}}}}!

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Subject: Re: The Tiberium Thread  
Posted by [Nukelt15](#) on Mon, 04 Aug 2008 23:53:06 GMT  
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In other news, flamethrowers still suck all around and chem sprayers have too little range to be of any use against any vehicle but the harvester. Neither weapon works against anything with actual weaponry because, y'know, they can shoot you before you get up close. Or quite possibly back away until you can't shoot them anymore. Either way, you're SOL using flamethrowers and chem sprayers against vehicles.

Oh, and most pubs don't allow the fnkqrrm stuff.

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Subject: Re: The Tiberium Thread  
Posted by [JoeBro](#) on Tue, 05 Aug 2008 01:07:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Nukelt15 wrote on Mon, 04 August 2008 18:53 Oh, and most pubs don't allow the fnkqrrm stuff. except Atomix

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Subject: Re: The Tiberium Thread  
Posted by [Starbuzz](#) on Tue, 05 Aug 2008 01:27:49 GMT

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Nukelt15 wrote on Mon, 04 August 2008 18:53Oh, and most pubs don't allow the fnkqrrm stuff.

Now it is simply "extras"

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Subject: Re: The Tiberium Thread

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 05 Aug 2008 01:33:30 GMT

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It was always just F8 and "extras" ever since the game came out I believe. I don't know who made up the "fnkqrrm" part, because it's always worked without it

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Subject: Re: The Tiberium Thread

Posted by [Nukelt15](#) on Tue, 05 Aug 2008 02:15:23 GMT

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Bah on all you yung'uns. Back in my day we used the secret code for all our easter eggs. Sometimes to buy the regular stuff too! There was a code for firing guns, and another for opening doors! It wasn't as fast and easy as your newfangled "eex-tras," but it worked and, dagnabbit, we liked it that way!

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Subject: Re: The Tiberium Thread

Posted by [Starbuzzz](#) on Tue, 05 Aug 2008 02:18:54 GMT

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I still remember the Doom cheat codes lol...IDKFA - all guns!

IDDQD - God mode FTW lolol

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Subject: Re: The Tiberium Thread

Posted by [R315r4z0r](#) on Tue, 05 Aug 2008 03:36:26 GMT

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{NE}Fobby{GEN} wrote on Mon, 04 August 2008 21:33I don't know who made up the "fnkqrrm" part, because it's always worked without it  
I had to enter "Quantifigon" or something similar.

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Subject: Re: The Tiberium Thread

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Posted by [JoeBro](#) on Tue, 05 Aug 2008 14:59:47 GMT

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me too but now i know i don't have to

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Subject: Re: The Tiberium Thread

Posted by [Ludichris1](#) on Thu, 07 Aug 2008 23:11:21 GMT

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he's still (the chem warrior) a hilarious character to choose when you want fun

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Subject: Re: The Tiberium Thread

Posted by [Ryu](#) on Fri, 08 Aug 2008 01:44:15 GMT

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[NEFobby[GEN] wrote on Tue, 05 August 2008 02:33]It was always just F8 and "extras" ever since the game came out I believe. I don't know who made up the "fnkqrrm" part, because it's always worked without it

I don't know when extras came around but fnkqrrm has always worked for me.

always.

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Subject: Re: The Tiberium Thread

Posted by [GEORGE ZIMMER](#) on Fri, 08 Aug 2008 03:40:49 GMT

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Yeah, I think it was like, pre-1.037 that it was necessary. After that, it was just "Extras". Or maybe it was custom scripts, I dunno.

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Subject: Re: The Tiberium Thread

Posted by [Veyrdite](#) on Sat, 09 Aug 2008 04:29:27 GMT

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Cabal8616 wrote on Fri, 08 August 2008 13:40Yeah, I think it was like, pre-1.037 that it was necessary. After that, it was just "Extras". Or maybe it was custom scripts, I dunno. It was the 1037 patch. I remember reading articles on renegade 'cheat codes' and how they changed between patches.

The chem-sprayer does the most damage to MCT's per second on average than any other

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weapon (except C4 and nukes) does.

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Subject: Re: The Tiberium Thread  
Posted by [Nukelt15](#) on Sat, 09 Aug 2008 17:02:16 GMT  
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Yes, but it is sodding useless for killing things that shoot back. That people use them and run around spraying before they're in range is annoying, too, because it makes it harder for anyone who's with them to get a clean shot. Better to spend your money on a chaingun or save a bit longer and buy a rocket launcher, unless you're on a map like Volcano where a quick Chem rush can actually make a difference.

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Subject: Re: The Tiberium Thread  
Posted by [danpaul88](#) on Sat, 09 Aug 2008 17:37:03 GMT  
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Nukelt15 wrote on Tue, 05 August 2008 03:15Bah on all you yung'uns. Back in my day we used the secret code for all our easter eggs. Sometimes to buy the regular stuff too! There was a code for firing guns, and another for opening doors! It wasn't as fast and easy as your newfangled "eex-tras," but it worked and, dagnabbit, we liked it that way!

LOL! That's one of the best comments I have seen on this site in months.... although to be fair, it's not that hard to beat all the spam posts around here.

Oh, and anyone who would even think about using a shotgunner against a mammoth tank or something must be barmy.

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