
Subject: new viechles mod

Posted by [Anonymous](#) on Fri, 09 Aug 2002 06:06:00 GMT

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i (and MANY others....) have been thinking about a viechles mod, i have thought, i repeat, THOUGHT, NOT MADE, about some new viechles, 1.shredder tank, NOD2.rocket apc, GDI3.wasp jet assualt suit, GDI/NOD4.hermit crab L.D.V. (light defense viechle) GDI5.dematerealizer tank, NOD6.commando helicopter, GDI/NOD (stealth, short range tesla shots and long range snigle shot cannon)is that all u thought? now, for the weapons.1.knife, primary fire, stab, half damage to all parts but instant kill to the neck and head,secondary fire, throwing knife, can only be done 1 time and not be picked up again.2.plasma rifle, fires a bluish green shot which melts things, instant kill troops, but half a square to heavy viechles,3.smart bomb launcher, fires a super missle, which homes in on the nearest enemies, large explosive radius, instant kill troops, doesnt home in one viechles, as it scans heart beats,but secondary fire launches a dumb fire rocket, for those who dont know, dumb fire means non-homing.im getting typing cramp so ill finsih the list soon.P.S im gonna need help on this mod, [August 09, 2002, 06:08: Message edited by: iamalaser]
