
Subject: New Aircraft Dog-fight Mod Started

Posted by [Anonymous](#) on Mon, 10 Jun 2002 22:15:00 GMT

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Note: A lot of reading. This is a bit thinking out of the box but. We can have an air war mod, it has 2 bases that have AA, Vehicles that consist of Fighter Type (Fast maneuverable, Bullets and missiles) Bomber (Like the A-10 that will be slow, strong and used to destroy the enemy air base), and the existing Heli copters to transport infantry to destroy enemy bases. There will be no ground between bases so that all destroyed pilots will splat into the void so none of them can try to land and not die. There should be a customized Air strip for both teams instead of the war factory, and obviously the aircraft models. There should be a repair Strip instead of a pad, so planes can heal quickly by moving across the strip. I thought of the aircraft that should go in this Dogfight Mod. for GDI-Orca (Gun and missile, Cheap to buy)-Transport (no guns)-Blackhawk (transport, Guns)-Hornet (Guns only, and fast,)-Harrier (Guns and Missiles,)-Tomcat (Strong, Guns and Missiles)-A-10 (Strong, Bombs only)-B52 (Drops a nuke Baby!, Does 25% damage to buildings)Nod-Apache (Gun and missile, Cheap to buy)-Transport (no guns)-Comanche (Strong, Guns Missiles, 1 Flyer)-MiG (Guns only, and fast,)-Black Eagle (Guns and Missiles)-Stealth Fighter (Stealth, Guns, Missiles)-Stealth Bomber (Stealth, Bombs only)-C 130 (Drops a nuke Baby!, Does 25% damage to buildings)Now Nod has the stealth tech once again, but GDI as usual has stronger aircraft to battle them. Comparisons Orca/Apache will now be the cheapest units at 350 Credits Due to their lack of speed Transports will be 450 Credits No guns. Comanche will basically be a stronger Heli for Nod, while the Blackhawk will be an armed Transport for GDI. Both at 600 The Black Hawk and Harrier are equivalent, good for sought out dogfights, such as tank battles. (800 Credits?) Tomcat will be one of the strongest aircraft for GDI, Fast, and has Guns and missiles, Stealth fighter will be basically like the Tomcat, but weaker and stealthy (1000) A-10/Stealth Bomber. The A-10 will be stronger, while the Stealth bomber will be weaker. but are also the only means to bomb the enemy base. They will hold 10 Bombs each that will bring a building down about 1.5 Blocks (1100) Finally the B-52 and the C-130 are slow, Strong, but also have a nasty habit of busting up bases with its drop Nuke bomb. Each bomb has large splash, and does about 25% damage to buildings (3 blocks)... (1500), Lone Reload Rate to make sure they don't spam. Others.-There will be plenty of air defenses such as SAM sites and AA gun like things.-There will be a Repair Strip instead of a repair Pad so that a pilot can fly across a stretch while getting patched up.-Since there are only 1 passenger for most of these fighters, it is recommended that Teamplay is of utmost importance if you want to infiltrate a base. and have fighters and bombers coordinated to make your team win... I was also thinking up allowing paratroopers, but I have no idea how to make parachutes so... Also we could make a crazy suicidal Guided Cruise Nuke missile I think it's possible to drive and stuff, and fire when to explode, because I've seen a working nuke demo truck Please Reply Here or on our forums here: http://www.planetcnc.com/rmnm/board/topic.asp?topic_id=65912&forum_id=4030&Topic_Title=2+Mod+ideas&forum_title=New+Idea%27s&M=0&S=True What do you think, Phew that's a lot of typing, but anyhow we need some Modelers. Who's up for grabs? [June 10, 2002, 22:15: Message edited by: Assault_Mech]
