
Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 02 May 2002 05:16:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks for the bumps guys, its really great to have your support New buildings and a unit:Gnome communication tower: Just a square metal/wood tower, but important as it provides means of communication and remote commanding among the gnomes. The Death Gnome, however, does not need the com tower, as it has its own backup com link. (For your information, the Death Gnome (singleplayer only? i guess so...) Works by reflecting a powerfull laser beam via a huge mirror orbiting in space onto its target below, making its range several thousand miles.)The human also gets a com. tower/sat uplink/radar, that amongst other things warns about incoming airborne gnomes. (read the first vehicle idea post). Gnome Drone: (Requires communication tower).Does not do much direct damage to buildings and vehicles, as instead of firing normal weapons, it deploys (and self-destructs) on command, spreading many proximity mines around its deploy point, making a hallway impassable, or hampering/slowing down repair of buildings (as engies will be killed, or will have to disarm the mines first). The mines spread over quite a wide area. It is remote controlled (use a remote control, fire to start driving the vehicle, fire again to stop (for example to reposition yourself, you can still take command over the drone at any time), secondary fire to detonate). Fast, light armor, not expensive, but not ultra-cheap.I am working on the gnomes war-song, i will come back when/if it is/gets finished. But as said before, it might not be before next week :/So keep on bumping Thank you. [May 02, 2002: Message edited by: brutus]
