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Subject: Re: Weapons for a Tank Game

Posted by [Sir Phoenixx](#) on Wed, 25 Aug 2004 14:01:07 GMT

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BombarioWe've already decided that there will be two types of weapons: a primary (usually weak with lots of ammo, such as a machine gun) and a secondary (strong, but with less ammo, such as a missile launcher).

They're called primary weapons for a reason. The primary weapon is the most powerful/used/etc. weapon, the secondary is the backup, or the special purpose weapon (anti-air, anti-infantry, etc.). (Like in real life, soldiers have primaries and secondaries, the primary being their assault rifle, and the secondary being their handgun.)

Some ideas...

(Smaller caliber ammo/weapons should take up less room (and in some cases, fire faster), so they can store a lot more, because of the disadvantage of them being less powerful.)

Machine/Gatling guns

7.62mm - Medium, direct fire, anti-infantry gun (secondary)

12.7mm Heavy, direct fire, anti-infantry gun (secondary)

12.7mm Quad - Light, direct fire, general purpose gun (primary, secondary)

20mm Quad - Medium, direct fire, general purpose gun (primary, secondary)

30mm Dual - Heavy, direct fire, general purpose gun (primary, secondary)

20mm - Medium, direct fire, general purpose gun (secondary)

30mm - Heavy, direct fire, general purpose gun (secondary)

50mm - Extra Heavy, direct fire, general purpose gun (primary, secondary)

Cannons

75mm - Light, direct fire, anti-tank cannon (primary)

105mm - Medium, direct fire, anti-tank cannon (primary)

120mm - Heavy, direct fire, anti-tank cannon (primary)

155mm - Light, indirect fire, anti-tank cannon (primary)

175mm - Medium, indirect fire, anti-tank cannon (primary)

200mm - Heavy, indirect fire, anti-tank cannon (primary)

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