
Subject: RA 1 Mod Suggestion

Posted by [PsY](#) on Thu, 03 Apr 2003 05:09:44 GMT

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Here are some glitches/suggestions:

In RA1 the Allies dont have the Phase Transport normally, only in several Mods-As Nod in Renegade does the Recon Bike.Also in those mods the phase transport held more than 1 infantry unit.

You frogot the C4 for Tanya.

You can not target several infantry units (ACK says its not a glitch-so WTF is it then?)

Turrets need more health. A Flame thrower can run up to it and kill it in a matter of Seconds. Pillboxes need to be destructable(Dont nknow if they already are-havent seen any die yet)

Tesla coil cant fire so much, its a fire-rest-fire-rest attack,not rapid fire for like 10 seconds then rest. Or If it stays the same ROF as it is now, Reduce the damage a little bit.

Rifle Infantry have next to no Ammo. I would suggest giving them much more ammo (a clip of 400) but reducing the first thing you fire(dont know the name-you fire it runs out then you reload) to about 20 if you upgrade the clip ammount. If you chose not to do anything, I suggest creating a new weapon somewhat like the C4, but its a grenade and you throw it like the C4 and they each get 1(Not in RA1 but it would make it more enjoyable-because of the lack of anti-vehicle weapons).

Tanya needs double pistols-Colt 45"s, I suggest 1 shot then a very quick reload for them, but its a double barrel weapon so both Colt45"s fire together for one shot-then the reload.

Reduce the Phase Transport's ROF-Its too powerfull.

Make the Tesla Coil a bit thicker (not visually, but so that you can hit it easier from a distance. Takes forever to line up an Artillery with it).

Thief-How will this work? Will there be a weapon that you atack the Silo or Refinery with and it steals money? What/who would it steal money from? Each player? Or a "money bank" that nonoe originally gets the money from?

Volkov should have a Scope for his Ramjet-Maybe a scope that does not "scope" out so far as a Sniper Rifle?

Yah I know thats a lot not expecting them all-Just some suggestions/glitches.

There should be a sticky noted topic for this....
