
Subject: Fix the damn gun

Posted by [Founder of YASA](#) on Fri, 10 Dec 2004 09:44:43 GMT

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If every missiles seeks his Orca would own more than none seeking right now -_-
In SP n00bjct even does 50 damages to Mammoth Tank per a shot and that is really unfair.

Simple method to make things even up.

All LASER travels at light speed instead of 400m/s

All LASER have range extended to at several times of n00bjct

Splash damage of grenade, rocket, shells and C4 are at least 25 meters in radius and much more damages unlike the puny radius and damage now.

Shells and missiles have several times the range of n00bjct.

Bullets does shit on tanks may be like 100 shot for 1 damage but like can stay the same on

Buggy, Humvee, MRLS, Artillery, Orca and Apache

AGT fires two rockets and does not has machine guns but gets two gun turrets to compensate.

(Its not fair for Nod base worth 500 points more than GDI)

Suggested Range for some weapons.

Pistol: 15M

Flame Thrower and Chem Sprayer 10M

Machine Gun: 200M

Chain Gun: 200M

Guns on Gurad Tower, Humvee, Buggy, APC and Apache: 250M

Sniper Rifle: 800M (6 or 8 per a clip)

n00bjct: 1400M (4 per a clip)

Rocket Launcher: 400M (non-tracking)

Grenade Launcher: 400M (Travels in arc)

MRLS, Stealth Tank, Tusk Missiles, AGT Missiles and Orca Missiles: 25000M (Tracking)

Artillery: 20000M (Travels in arc)

Tank shells and Turret, 15000M

LASER weapons can have 20000M to 50000M

Obelisk will be at least 30000M

I would believe no one would want to use infantry anymore because they just get owned by tanks
