
Subject: Damage aggregates on VEHICLES...Ack?
Posted by [flashcar1](#) on Fri, 18 Apr 2003 21:16:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

that would be cool, but only affect to the damages wud be really cool, my idea wud need to be in an expansion or a big patch, or maybe there is a script way past it, ok, here it goes....

if a tank was shot by summat with an explosion in the turret, it would move slower around or shoot less accurate..

if it was shot in the wheels steering wouldnt be right..

if it was shot in a fragile part (i.e: underneath, the fuel tank etc..) it would damage it more and cause fire from the bottom, there should also be exausts on the tanks, not hard to make.
