
Subject: Re: The Tiberium Thread

Posted by [StealthEye](#) on Mon, 04 Aug 2008 22:19:13 GMT

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I "did some research", and came up with these exact numbers. armor.ini;
; ARMOR.INI
;
; This .INI file defines all the armor & warhead types in the game
; New types can be created and defined in this file and tied to
; any unit in the game
;

[Warhead_Types]

0=None
1=Steel
2=Steel_NoBuilding
3=Shrapnel
4=Explosive
5=Explosive_NoBuilding
6=Shell
7=Shell_NoBuilding
8=Flamethrower
9=TiberiumRaw
10=TiberiumBullet
11=TiberiumShrapnel
12=C4
13=Laser
14=Laser_NoBuilding
15=Repair
16=IonCannon
17=Nuke
18=Fire
19=Chem
20=Electric
21=Visceroid
22=Earth
23=RegenHealth
24=BlamoKiller
25=Death
26=Harmless
27=CNC_Flamethrower
28=CNC_Chem

[Warhead_Save_IDs]

None=0
Steel=1
Steel_NoBuilding=2
Shrapnel=3

Explosive=4
Explosive_NoBuilding=5
Shell=6
Shell_NoBuilding=7
Flamethrower=8
TiberiumRaw=9
TiberiumBullet=10
TiberiumShrapnel=11
C4=12
Laser=13
Laser_NoBuilding=14
Repair=15
IonCannon=16
Nuke=17
Fire=18
Chem=19
Electric=20
Visceroid=21
Earth=22
RegenHealth=23
BlamoKiller=24
Death=25
Harmless=26
CNC_Flamethrower=27
CNC_Chem=28

[Armor_Types]

0=None
1=Blamo
2=SkinFlesh
3=SkinFlameThrower
4=SkinChemWarrior
5=SkinMutant
6=SkinVehicleLight
7=SkinVehicleMedium
8=SkinVehicleHeavy
9=SkinStructureLight
10=SkinStructureMedium
11=SkinStructureHeavy
12=SkinMCT
13=ShieldFlameThrower
14=ShieldChemWarrior
15=ShieldKevlar
16=ShieldVehicleLight
17=ShieldVehicleMedium
18=ShieldVehicleHeavy
19=ShieldStructureLight
20=ShieldStructureMedium

21=ShieldStructureHeavy
22=SkinC4
23=CNCVehicleSkin
24=CNCVehicleLight
25=CNCVehicleMedium
26=CNCVehicleHeavy
27=CNCMCTSkin
28=CNCStructureLight
29=CNCStructureMedium
30=CNCStructureHeavy

[Soft_Armor]

0=None
1=SkinFlesh
2=SkinFlameThrower
3=SkinChemWarrior
4=SkinMutant
5=ShieldFlameThrower
6=ShieldChemWarrior
7=ShieldKevlar

[Armor_Save_IDs]

None=0
Blamo=1
SkinFlesh=2
SkinFlameThrower=3
SkinChemWarrior=4
SkinMutant=5
SkinVehicleLight=6
SkinVehicleMedium=7
SkinVehicleHeavy=8
SkinStructureLight=9
SkinStructureMedium=10
SkinStructureHeavy=11
SkinMCT=12
ShieldFlameThrower=13
ShieldChemWarrior=14
ShieldCombatArmor=15 ;Not Used
ShieldEnviro=16 ;Not Used
ShieldKevlar=17
ShieldSpectra=18 ;Not Used
ShieldVehicleLight=19
ShieldVehicleMedium=20
ShieldVehicleHeavy=21
ShieldStructureLight=22
ShieldStructureMedium=23
ShieldStructureHeavy=24
SkinC4=25

CNCVehicleSkin=26
CNCVehicleLight=27
CNCVehicleMedium=28
CNCVehicleHeavy=29
CNCMCTSkin=30
CNCStructureLight=31
CNCStructureMedium=32
CNCStructureHeavy=33

; This section shows the damage scaling for each armor warhead pair
; For each ArmorType, list the non 1.0 multipliers for each WarheadType

[Scale_None]
None=1.0000
Steel=1.0000
Steel_NoBuilding=1.0000
Shrapnel=1.0000
Explosive=1.0000
Explosive_NoBuilding=1.0000
Shell=1.0000
Shell_NoBuilding=1.0000
Flamethrower=1.0000
TiberiumRaw=1.0000
TiberiumBullet=1.0000
TiberiumShrapnel=1.0000
C4=1.0000
Laser=1.0000
Laser_NoBuilding=1.0000
Repair=1.0000
IonCannon=1.0000
Nuke=1.0000
Fire=1.0000
Chem=1.0000
Electric=1.0000
Visceroid=1.0000
Earth=1.0000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=1.0000
CNC_Chem=1.0000

[Scale_Blamo]
None=0.0000
Steel=0.0000
Steel_NoBuilding=0.0000
Shrapnel=0.0000

Explosive=0.0000
Explosive_NoBuilding=0.0000
Shell=0.0000
Shell_NoBuilding=0.0000
Flamethrower=0.0000
TiberiumRaw=0.0000
TiberiumBullet=0.0000
TiberiumShrapnel=0.0000
C4=0.0000
Laser=0.0000
Laser_NoBuilding=0.0000
Repair=1.0000
IonCannon=0.0000
Nuke=0.0000
Fire=0.0000
Chem=0.0000
Electric=0.0000
Visceroid=0.0000
Earth=0.0000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=0.0000
Harmless=0.0000
CNC_Flamethrower=0.0000
CNC_Chem=0.0000

[Scale_SkinFlesh]

None=1.0000
Steel=2.0000
Steel_NoBuilding=2.0000
Shrapnel=1.0000
Explosive=1.0000
Explosive_NoBuilding=1.0000
Shell=2.0000
Shell_NoBuilding=2.0000
Flamethrower=1.0000
TiberiumRaw=1.0000
TiberiumBullet=1.0000
TiberiumShrapnel=1.0000
C4=2.0000
Laser=1.0000
Laser_NoBuilding=1.0000
Repair=1.0000
IonCannon=1.0000
Nuke=1.0000
Fire=1.0000
Chem=1.0000
Electric=1.0000

Visceroid=1.0000
Earth=1.0000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=1.0000
CNC_Chem=1.0000

[Scale_SkinFlameThrower]

None=1.0000
Steel=2.0000
Steel_NoBuilding=2.0000
Shrapnel=1.0000
Explosive=0.7500
Explosive_NoBuilding=0.7500
Shell=2.0000
Shell_NoBuilding=2.0000
Flamethrower=0.1000
TiberiumRaw=1.0000
TiberiumBullet=1.0000
TiberiumShrapnel=1.0000
C4=2.0000
Laser=1.0000
Laser_NoBuilding=1.0000
Repair=1.0000
IonCannon=1.0000
Nuke=1.0000
Fire=0.1000
Chem=1.0000
Electric=0.1000
Visceroid=1.0000
Earth=1.0000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=0.1000
CNC_Chem=1.0000

[Scale_SkinChemWarrior]

None=1.0000
Steel=2.0000
Steel_NoBuilding=2.0000
Shrapnel=1.0000
Explosive=0.7500
Explosive_NoBuilding=0.7500
Shell=2.0000

Shell_NoBuilding=2.0000
Flamethrower=1.0000
TiberiumRaw=0.0000
TiberiumBullet=0.1000
TiberiumShrapnel=0.0500
C4=2.0000
Laser=1.0000
Laser_NoBuilding=1.0000
Repair=1.0000
IonCannon=1.0000
Nuke=1.0000
Fire=1.0000
Chem=0.1000
Electric=1.0000
Visceroid=1.0000
Earth=1.0000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=1.0000
CNC_Chem=0.1000

[Scale_SkinMutant]

None=1.0000
Steel=0.5000
Steel_NoBuilding=0.5000
Shrapnel=0.5000
Explosive=1.0000
Explosive_NoBuilding=1.0000
Shell=1.0000
Shell_NoBuilding=1.0000
Flamethrower=1.0000
TiberiumRaw=-4.0000
TiberiumBullet=-2.5000
TiberiumShrapnel=-1.0000
C4=2.0000
Laser=1.0000
Laser_NoBuilding=1.0000
Repair=1.0000
IonCannon=1.0000
Nuke=1.0000
Fire=1.0000
Chem=-4.0000
Electric=1.0000
Visceroid=1.0000
Earth=1.0000
RegenHealth=1.0000

BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=1.0000
CNC_Chem=-2.5000

[Scale_SkinVehicleLight]

None=1.0000
Steel=0.5000
Steel_NoBuilding=0.5000
Shrapnel=0.0500
Explosive=1.0000
Explosive_NoBuilding=1.0000
Shell=1.0000
Shell_NoBuilding=1.0000
Flamethrower=0.4000
TiberiumRaw=0.0000
TiberiumBullet=0.5000
TiberiumShrapnel=0.4000
C4=2.0000
Laser=1.0000
Laser_NoBuilding=1.0000
Repair=1.0000
IonCannon=1.0000
Nuke=1.0000
Fire=1.0000
Chem=0.1000
Electric=1.0000
Visceroid=1.0000
Earth=1.0000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=0.4000
CNC_Chem=0.5000

[Scale_SkinVehicleMedium]

None=1.0000
Steel=0.5000
Steel_NoBuilding=0.5000
Shrapnel=0.0500
Explosive=1.0000
Explosive_NoBuilding=1.0000
Shell=1.0000
Shell_NoBuilding=1.0000
Flamethrower=0.4000
TiberiumRaw=0.0000

TiberiumBullet=0.5000
TiberiumShrapnel=0.4000
C4=2.0000
Laser=1.0000
Laser_NoBuilding=1.0000
Repair=1.0000
IonCannon=1.0000
Nuke=1.0000
Fire=1.0000
Chem=0.1000
Electric=1.0000
Visceroid=1.0000
Earth=1.0000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=0.4000
CNC_Chem=0.5000

[Scale_SkinVehicleHeavy]
None=1.0000
Steel=0.5000
Steel_NoBuilding=0.5000
Shrapnel=0.0500
Explosive=1.0000
Explosive_NoBuilding=1.0000
Shell=1.0000
Shell_NoBuilding=1.0000
Flamethrower=0.4000
TiberiumRaw=0.0000
TiberiumBullet=0.5000
TiberiumShrapnel=0.4000
C4=2.0000
Laser=1.0000
Laser_NoBuilding=1.0000
Repair=1.0000
IonCannon=1.0000
Nuke=1.0000
Fire=1.0000
Chem=0.1000
Electric=1.0000
Visceroid=1.0000
Earth=1.0000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000

CNC_Flamethrower=0.4000
CNC_Chem=0.5000

[Scale_SkinStructureLight]

None=1.0000
Steel=0.0100
Steel_NoBuilding=0.0000
Shrapnel=0.0050
Explosive=0.1000
Explosive_NoBuilding=0.0000
Shell=1.0000
Shell_NoBuilding=0.0000
Flamethrower=0.0100
TiberiumRaw=0.0000
TiberiumBullet=0.0100
TiberiumShrapnel=0.0500
C4=0.2500
Laser=0.1000
Laser_NoBuilding=0.0000
Repair=1.0000
IonCannon=0.1000
Nuke=1.0000
Fire=1.0000
Chem=0.0100
Electric=1.0000
Visceroid=1.0000
Earth=1.0000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=0.0100
CNC_Chem=0.0100

[Scale_SkinStructureMedium]

None=1.0000
Steel=0.0100
Steel_NoBuilding=0.0000
Shrapnel=0.0050
Explosive=0.1000
Explosive_NoBuilding=0.0000
Shell=1.0000
Shell_NoBuilding=0.0000
Flamethrower=0.0100
TiberiumRaw=0.0000
TiberiumBullet=0.0100
TiberiumShrapnel=0.0500
C4=0.2500

Laser=0.1000
Laser_NoBuilding=0.0000
Repair=1.0000
IonCannon=0.1000
Nuke=1.0000
Fire=1.0000
Chem=0.0100
Electric=1.0000
Visceroid=1.0000
Earth=1.0000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=0.0100
CNC_Chem=0.0100

[Scale_SkinStructureHeavy]
None=1.0000
Steel=0.0100
Steel_NoBuilding=0.0000
Shrapnel=0.0050
Explosive=0.1000
Explosive_NoBuilding=0.0000
Shell=1.0000
Shell_NoBuilding=0.0000
Flamethrower=0.0100
TiberiumRaw=0.0000
TiberiumBullet=0.0100
TiberiumShrapnel=0.0500
C4=0.2500
Laser=0.1000
Laser_NoBuilding=0.0000
Repair=1.0000
IonCannon=0.1000
Nuke=1.0000
Fire=1.0000
Chem=0.0100
Electric=1.0000
Visceroid=1.0000
Earth=1.0000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=0.0100
CNC_Chem=0.0100

[Scale_SkinMCT]
None=1.0000
Steel=1.0000
Steel_NoBuilding=1.0000
Shrapnel=1.0000
Explosive=1.0000
Explosive_NoBuilding=1.0000
Shell=1.0000
Shell_NoBuilding=1.0000
Flamethrower=1.0000
TiberiumRaw=0.0000
TiberiumBullet=1.0000
TiberiumShrapnel=1.0000
C4=100.0000
Laser=1.0000
Laser_NoBuilding=1.0000
Repair=1.0000
IonCannon=1.0000
Nuke=1.0000
Fire=1.0000
Chem=1.0000
Electric=1.0000
Visceroid=1.0000
Earth=1.0000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=1.0000
CNC_Chem=1.0000

[Scale_ShieldFlameThrower]
None=1.0000
Steel=2.0000
Steel_NoBuilding=2.0000
Shrapnel=1.0000
Explosive=0.5000
Explosive_NoBuilding=0.5000
Shell=2.0000
Shell_NoBuilding=2.0000
Flamethrower=0.1000
TiberiumRaw=1.0000
TiberiumBullet=1.0000
TiberiumShrapnel=1.0000
C4=1.0000
Laser=1.0000
Laser_NoBuilding=1.0000
Repair=1.0000

IonCannon=1.0000
Nuke=1.0000
Fire=0.1000
Chem=1.0000
Electric=0.1000
Visceroid=1.0000
Earth=1.0000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=0.1000
CNC_Chem=1.0000

[Scale_ShieldChemWarrior]

None=1.0000
Steel=2.0000
Steel_NoBuilding=2.0000
Shrapnel=1.0000
Explosive=0.5000
Explosive_NoBuilding=0.5000
Shell=2.0000
Shell_NoBuilding=2.0000
Flamethrower=1.0000
TiberiumRaw=0.0000
TiberiumBullet=0.5000
TiberiumShrapnel=0.2500
C4=2.0000
Laser=1.0000
Laser_NoBuilding=1.0000
Repair=1.0000
IonCannon=1.0000
Nuke=1.0000
Fire=1.0000
Chem=0.1000
Electric=1.0000
Visceroid=1.0000
Earth=1.0000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=1.0000
CNC_Chem=0.5000

[Scale_ShieldCombatArmor]

None=1.0000
Steel=2.0000

Steel_NoBuilding=2.0000
Shrapnel=1.0000
Explosive=1.0000
Explosive_NoBuilding=1.0000
Shell=2.0000
Shell_NoBuilding=2.0000
Flamethrower=1.0000
TiberiumRaw=1.0000
TiberiumBullet=1.0000
TiberiumShrapnel=1.0000
C4=2.0000
Laser=1.0000
Laser_NoBuilding=1.0000
Repair=1.0000
IonCannon=1.0000
Nuke=1.0000
Fire=1.0000
Chem=1.0000
Electric=1.0000
Visceroid=1.0000
Earth=1.0000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=1.0000
CNC_Chem=1.0000

[Scale_ShieldEnviro]

None=1.0000
Steel=2.0000
Steel_NoBuilding=2.0000
Shrapnel=1.0000
Explosive=1.0000
Explosive_NoBuilding=1.0000
Shell=2.0000
Shell_NoBuilding=2.0000
Flamethrower=1.0000
TiberiumRaw=1.0000
TiberiumBullet=1.0000
TiberiumShrapnel=1.0000
C4=2.0000
Laser=1.0000
Laser_NoBuilding=1.0000
Repair=1.0000
IonCannon=1.0000
Nuke=1.0000
Fire=1.0000

Chem=1.0000
Electric=1.0000
Visceroid=1.0000
Earth=1.0000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=1.0000
CNC_Chem=1.0000

[Scale_ShieldKevlar]

None=1.0000
Steel=2.0000
Steel_NoBuilding=2.0000
Shrapnel=1.0000
Explosive=1.0000
Explosive_NoBuilding=1.0000
Shell=2.0000
Shell_NoBuilding=2.0000
Flamethrower=1.0000
TiberiumRaw=1.0000
TiberiumBullet=1.0000
TiberiumShrapnel=1.0000
C4=2.0000
Laser=1.0000
Laser_NoBuilding=1.0000
Repair=1.0000
IonCannon=1.0000
Nuke=1.0000
Fire=1.0000
Chem=1.0000
Electric=1.0000
Visceroid=1.0000
Earth=1.0000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=1.0000
CNC_Chem=1.0000

[Scale_ShieldSpectra]

None=1.0000
Steel=2.0000
Steel_NoBuilding=2.0000
Shrapnel=1.0000
Explosive=1.0000

Explosive_NoBuilding=1.0000
Shell=2.0000
Shell_NoBuilding=2.0000
Flamethrower=1.0000
TiberiumRaw=1.0000
TiberiumBullet=1.0000
TiberiumShrapnel=1.0000
C4=2.0000
Laser=1.0000
Laser_NoBuilding=1.0000
Repair=1.0000
IonCannon=1.0000
Nuke=1.0000
Fire=1.0000
Chem=1.0000
Electric=1.0000
Visceroid=1.0000
Earth=1.0000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=1.0000
CNC_Chem=1.0000

[Scale_ShieldVehicleLight]

None=1.0000
Steel=0.5000
Steel_NoBuilding=0.5000
Shrapnel=0.0500
Explosive=1.0000
Explosive_NoBuilding=1.0000
Shell=1.0000
Shell_NoBuilding=1.0000
Flamethrower=0.5000
TiberiumRaw=0.0000
TiberiumBullet=0.5000
TiberiumShrapnel=0.4000
C4=2.0000
Laser=1.0000
Laser_NoBuilding=1.0000
Repair=1.0000
IonCannon=1.0000
Nuke=1.0000
Fire=1.0000
Chem=0.1000
Electric=1.0000
Visceroid=1.0000

Earth=1.0000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=0.5000
CNC_Chem=0.5000

[Scale_ShieldVehicleMedium]

None=1.0000
Steel=0.5000
Steel_NoBuilding=0.5000
Shrapnel=0.0500
Explosive=1.0000
Explosive_NoBuilding=1.0000
Shell=1.0000
Shell_NoBuilding=1.0000
Flamethrower=0.5000
TiberiumRaw=0.0000
TiberiumBullet=0.5000
TiberiumShrapnel=0.4000
C4=2.0000
Laser=1.0000
Laser_NoBuilding=1.0000
Repair=1.0000
IonCannon=1.0000
Nuke=1.0000
Fire=1.0000
Chem=0.1000
Electric=1.0000
Visceroid=1.0000
Earth=1.0000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=0.5000
CNC_Chem=0.5000

[Scale_ShieldVehicleHeavy]

None=1.0000
Steel=0.5000
Steel_NoBuilding=0.5000
Shrapnel=0.0500
Explosive=1.0000
Explosive_NoBuilding=1.0000
Shell=1.0000
Shell_NoBuilding=1.0000

Flamethrower=0.5000
TiberiumRaw=0.0000
TiberiumBullet=0.5000
TiberiumShrapnel=0.4000
C4=2.0000
Laser=1.0000
Laser_NoBuilding=1.0000
Repair=1.0000
IonCannon=1.0000
Nuke=1.0000
Fire=1.0000
Chem=0.1000
Electric=1.0000
Visceroid=1.0000
Earth=1.0000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=0.5000
CNC_Chem=0.5000

[Scale_ShieldStructureLight]
None=1.0000
Steel=0.0100
Steel_NoBuilding=0.0000
Shrapnel=0.0050
Explosive=0.1000
Explosive_NoBuilding=0.0000
Shell=1.0000
Shell_NoBuilding=0.0000
Flamethrower=0.1000
TiberiumRaw=0.0000
TiberiumBullet=0.0100
TiberiumShrapnel=0.0500
C4=0.1000
Laser=0.1000
Laser_NoBuilding=0.0000
Repair=1.0000
IonCannon=0.0500
Nuke=1.0000
Fire=1.0000
Chem=0.0100
Electric=1.0000
Visceroid=1.0000
Earth=1.0000
RegenHealth=1.0000
BlamoKiller=10000.0000

Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=0.1000
CNC_Chem=0.0100

[Scale_ShieldStructureMedium]

None=1.0000
Steel=0.0100
Steel_NoBuilding=0.0000
Shrapnel=0.0050
Explosive=0.1000
Explosive_NoBuilding=0.0000
Shell=1.0000
Shell_NoBuilding=0.0000
Flamethrower=0.1000
TiberiumRaw=0.0000
TiberiumBullet=0.0100
TiberiumShrapnel=0.0500
C4=0.1000
Laser=0.1000
Laser_NoBuilding=0.0000
Repair=1.0000
IonCannon=0.0500
Nuke=1.0000
Fire=1.0000
Chem=0.0100
Electric=1.0000
Visceroid=1.0000
Earth=1.0000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=0.1000
CNC_Chem=0.0100

[Scale_ShieldStructureHeavy]

None=1.0000
Steel=0.0100
Steel_NoBuilding=0.0000
Shrapnel=0.0050
Explosive=0.1000
Explosive_NoBuilding=0.0000
Shell=1.0000
Shell_NoBuilding=0.0000
Flamethrower=0.1000
TiberiumRaw=0.0000
TiberiumBullet=0.0100

TiberiumShrapnel=0.0500
C4=0.1000
Laser=0.1000
Laser_NoBuilding=0.0000
Repair=1.0000
IonCannon=0.0500
Nuke=1.0000
Fire=1.0000
Chem=0.0100
Electric=1.0000
Visceroid=1.0000
Earth=1.0000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=0.1000
CNC_Chem=0.0100

[Scale_SkinC4]

None=1.0000
Steel=0.0000
Steel_NoBuilding=0.0000
Shrapnel=0.0000
Explosive=0.0000
Explosive_NoBuilding=0.0000
Shell=0.0000
Shell_NoBuilding=0.0000
Flamethrower=0.0000
TiberiumRaw=0.0000
TiberiumBullet=0.0000
TiberiumShrapnel=0.0000
C4=0.0000
Laser=0.0000
Laser_NoBuilding=0.0000
Repair=-1.0000
IonCannon=0.0000
Nuke=1.0000
Fire=0.0000
Chem=0.0000
Electric=0.0000
Visceroid=0.0000
Earth=0.0000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=0.0000

CNC_Chem=0.0000

[Scale_CNCVehicleSkin]

None=1.0000

Steel=0.2000

Steel_NoBuilding=0.2000

Shrapnel=0.1000

Explosive=0.4000

Explosive_NoBuilding=0.4000

Shell=1.0000

Shell_NoBuilding=1.0000

Flamethrower=0.4000

TiberiumRaw=0.0000

TiberiumBullet=0.6000

TiberiumShrapnel=0.2500

C4=2.0000

Laser=0.4000

Laser_NoBuilding=1.0000

Repair=1.0000

IonCannon=0.4000

Nuke=1.0000

Fire=1.0000

Chem=0.1000

Electric=1.0000

Visceroid=1.0000

Earth=1.0000

RegenHealth=1.0000

BlamoKiller=10000.0000

Death=10000.0000

Harmless=0.0000

CNC_Flamethrower=0.4000

CNC_Chem=0.6000

[Scale_CNCVehicleLight]

None=1.0000

Steel=0.2000

Steel_NoBuilding=0.5000

Shrapnel=0.3000

Explosive=0.3000

Explosive_NoBuilding=0.3000

Shell=0.5000

Shell_NoBuilding=0.5000

Flamethrower=0.3500

TiberiumRaw=0.0000

TiberiumBullet=0.6000

TiberiumShrapnel=0.2000

C4=2.0000

Laser=0.4000

Laser_NoBuilding=1.0000
Repair=1.0000
IonCannon=0.4000
Nuke=0.5000
Fire=1.0000
Chem=0.0500
Electric=1.0000
Visceroid=0.5000
Earth=0.5000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=0.3500
CNC_Chem=0.6000

[Scale_CNCVehicleMedium]

None=1.0000
Steel=0.2000
Steel_NoBuilding=0.2000
Shrapnel=0.1000
Explosive=0.3000
Explosive_NoBuilding=0.3000
Shell=0.5000
Shell_NoBuilding=0.5000
Flamethrower=0.3500
TiberiumRaw=0.0000
TiberiumBullet=0.6000
TiberiumShrapnel=0.2000
C4=2.0000
Laser=0.4000
Laser_NoBuilding=1.0000
Repair=1.0000
IonCannon=0.4000
Nuke=0.5000
Fire=1.0000
Chem=0.0500
Electric=1.0000
Visceroid=0.5000
Earth=0.5000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=0.3500
CNC_Chem=0.6000

[Scale_CNCVehicleHeavy]

None=1.0000
Steel=0.1500
Steel_NoBuilding=0.1500
Shrapnel=0.0250
Explosive=0.3000
Explosive_NoBuilding=0.3000
Shell=0.5000
Shell_NoBuilding=0.5000
Flamethrower=0.1750
TiberiumRaw=0.0000
TiberiumBullet=0.3000
TiberiumShrapnel=0.1000
C4=2.0000
Laser=0.4000
Laser_NoBuilding=1.0000
Repair=1.0000
IonCannon=0.4000
Nuke=0.5000
Fire=1.0000
Chem=0.0500
Electric=1.0000
Visceroid=0.5000
Earth=0.5000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=0.1750
CNC_Chem=0.3000

[Scale_CNCMCTSkin]

None=1.0000
Steel=0.0100
Steel_NoBuilding=0.1000
Shrapnel=0.0100
Explosive=0.1500
Explosive_NoBuilding=0.1500
Shell=0.2500
Shell_NoBuilding=0.2500
Flamethrower=0.0500
TiberiumRaw=0.0000
TiberiumBullet=0.1000
TiberiumShrapnel=0.0500
C4=1.0000
Laser=0.0750
Laser_NoBuilding=1.0000
Repair=0.5000
IonCannon=0.1000

Nuke=1.0000
Fire=0.3500
Chem=1.0000
Electric=0.3500
Visceroid=1.0000
Earth=1.0000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=0.0500
CNC_Chem=0.1000

[Scale_CNCStructureLight]

None=1.0000
Steel=0.0050
Steel_NoBuilding=0.0000
Shrapnel=0.0010
Explosive=0.0750
Explosive_NoBuilding=0.0000
Shell=0.1000
Shell_NoBuilding=0.1000
Flamethrower=0.0250
TiberiumRaw=0.0000
TiberiumBullet=0.0500
TiberiumShrapnel=0.0400
C4=0.1000
Laser=0.0500
Laser_NoBuilding=0.0000
Repair=0.2500
IonCannon=0.0500
Nuke=1.0000
Fire=0.3500
Chem=0.0100
Electric=0.3500
Visceroid=1.0000
Earth=1.0000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=0.0250
CNC_Chem=0.0500

[Scale_CNCStructureMedium]

None=1.0000
Steel=0.0050
Steel_NoBuilding=0.0000

Shrapnel=0.0010
Explosive=0.0750
Explosive_NoBuilding=0.0000
Shell=0.1000
Shell_NoBuilding=0.1000
Flamethrower=0.0250
TiberiumRaw=0.0000
TiberiumBullet=0.0500
TiberiumShrapnel=0.0400
C4=0.1000
Laser=0.0500
Laser_NoBuilding=0.0000
Repair=0.2500
IonCannon=0.0500
Nuke=1.0000
Fire=0.3500
Chem=0.0100
Electric=0.3500
Visceroid=1.0000
Earth=1.0000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=0.0250
CNC_Chem=0.0500

[Scale_CNCStructureHeavy]

None=1.0000
Steel=0.0050
Steel_NoBuilding=0.0000
Shrapnel=0.0010
Explosive=0.0750
Explosive_NoBuilding=0.0000
Shell=0.1000
Shell_NoBuilding=0.1000
Flamethrower=0.0250
TiberiumRaw=0.0000
TiberiumBullet=0.0500
TiberiumShrapnel=0.0400
C4=0.1000
Laser=0.0500
Laser_NoBuilding=0.0000
Repair=0.2500
IonCannon=0.0500
Nuke=1.0000
Fire=0.3500
Chem=0.0100

Electric=0.3500
Visceroid=1.0000
Earth=1.0000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=0.0250
CNC_Chem=0.0500

; This shows the shield absorbency for each armor warhead pair
; For each ArmorType, list the non-zero normalized percentage of damage
; that will go the the shield. The remainder goes to the skin health

[Shield_None]
None=1.00
Steel=1.00
Steel_NoBuilding=1.00
Shrapnel=1.00
Explosive=1.00
Explosive_NoBuilding=1.00
Shell=1.00
Shell_NoBuilding=1.00
Flamethrower=1.00
TiberiumRaw=1.00
TiberiumBullet=1.00
TiberiumShrapnel=1.00
C4=1.00
Laser=1.00
Laser_NoBuilding=1.00
Repair=1.00
IonCannon=1.00
Nuke=1.00
Fire=1.00
Chem=1.00
Electric=1.00
Visceroid=1.00
Earth=1.00
RegenHealth=0.00
BlamoKiller=0.00
Death=1.00
Harmless=0.00
CNC_Flamethrower=1.00
CNC_Chem=1.00

[Shield_Blamo]
None=1.00
Steel=1.00

Steel_NoBuilding=1.00
Shrapnel=1.00
Explosive=1.00
Explosive_NoBuilding=1.00
Shell=1.00
Shell_NoBuilding=1.00
Flamethrower=1.00
TiberiumRaw=1.00
TiberiumBullet=1.00
TiberiumShrapnel=1.00
C4=1.00
Laser=1.00
Laser_NoBuilding=1.00
Repair=1.00
IonCannon=1.00
Nuke=1.00
Fire=1.00
Chem=1.00
Electric=1.00
Visceroid=1.00
Earth=1.00
RegenHealth=0.00
BlamoKiller=0.00
Death=1.00
Harmless=0.00
CNC_Flamethrower=1.00
CNC_Chem=1.00

[Shield_SkinFlesh]

None=1.00
Steel=1.00
Steel_NoBuilding=1.00
Shrapnel=1.00
Explosive=1.00
Explosive_NoBuilding=1.00
Shell=1.00
Shell_NoBuilding=1.00
Flamethrower=1.00
TiberiumRaw=1.00
TiberiumBullet=1.00
TiberiumShrapnel=1.00
C4=1.00
Laser=1.00
Laser_NoBuilding=1.00
Repair=0.50
IonCannon=1.00
Nuke=1.00
Fire=1.00

Chem=1.00
Electric=1.00
Visceroid=1.00
Earth=0.00
RegenHealth=0.00
BlamoKiller=0.00
Death=1.00
Harmless=0.00
CNC_Flamethrower=1.00
CNC_Chem=1.00

[Shield_SkinFlameThrower]

None=1.00
Steel=1.00
Steel_NoBuilding=1.00
Shrapnel=1.00
Explosive=1.00
Explosive_NoBuilding=1.00
Shell=1.00
Shell_NoBuilding=1.00
Flamethrower=1.00
TiberiumRaw=1.00
TiberiumBullet=1.00
TiberiumShrapnel=1.00
C4=1.00
Laser=1.00
Laser_NoBuilding=1.00
Repair=0.50
IonCannon=1.00
Nuke=1.00
Fire=1.00
Chem=1.00
Electric=1.00
Visceroid=1.00
Earth=0.00
RegenHealth=0.00
BlamoKiller=0.00
Death=1.00
Harmless=0.00
CNC_Flamethrower=1.00
CNC_Chem=1.00

[Shield_SkinChemWarrior]

None=1.00
Steel=1.00
Steel_NoBuilding=1.00
Shrapnel=1.00
Explosive=1.00

Explosive_NoBuilding=1.00
Shell=1.00
Shell_NoBuilding=1.00
Flamethrower=1.00
TiberiumRaw=1.00
TiberiumBullet=1.00
TiberiumShrapnel=1.00
C4=1.00
Laser=1.00
Laser_NoBuilding=1.00
Repair=0.50
IonCannon=1.00
Nuke=1.00
Fire=1.00
Chem=1.00
Electric=1.00
Visceroid=1.00
Earth=0.00
RegenHealth=0.00
BlamoKiller=0.00
Death=1.00
Harmless=0.00
CNC_Flamethrower=1.00
CNC_Chem=1.00

[Shield_SkinMutant]

None=1.00
Steel=1.00
Steel_NoBuilding=1.00
Shrapnel=1.00
Explosive=1.00
Explosive_NoBuilding=1.00
Shell=1.00
Shell_NoBuilding=1.00
Flamethrower=1.00
TiberiumRaw=1.00
TiberiumBullet=1.00
TiberiumShrapnel=1.00
C4=1.00
Laser=1.00
Laser_NoBuilding=1.00
Repair=0.50
IonCannon=1.00
Nuke=1.00
Fire=1.00
Chem=1.00
Electric=1.00
Visceroid=1.00

Earth=0.00
RegenHealth=0.00
BlamoKiller=0.00
Death=1.00
Harmless=0.00
CNC_Flamethrower=1.00
CNC_Chem=1.00

[Shield_SkinVehicleLight]

None=1.00
Steel=1.00
Steel_NoBuilding=1.00
Shrapnel=1.00
Explosive=1.00
Explosive_NoBuilding=1.00
Shell=1.00
Shell_NoBuilding=1.00
Flamethrower=1.00
TiberiumRaw=1.00
TiberiumBullet=1.00
TiberiumShrapnel=1.00
C4=1.00
Laser=1.00
Laser_NoBuilding=1.00
Repair=0.50
IonCannon=1.00
Nuke=1.00
Fire=1.00
Chem=1.00
Electric=1.00
Visceroid=1.00
Earth=0.00
RegenHealth=0.00
BlamoKiller=0.00
Death=1.00
Harmless=0.00
CNC_Flamethrower=1.00
CNC_Chem=1.00

[Shield_SkinVehicleMedium]

None=1.00
Steel=1.00
Steel_NoBuilding=1.00
Shrapnel=1.00
Explosive=1.00
Explosive_NoBuilding=1.00
Shell=1.00
Shell_NoBuilding=1.00

Flamethrower=1.00
TiberiumRaw=1.00
TiberiumBullet=1.00
TiberiumShrapnel=1.00
C4=1.00
Laser=1.00
Laser_NoBuilding=1.00
Repair=0.50
IonCannon=1.00
Nuke=1.00
Fire=1.00
Chem=1.00
Electric=1.00
Visceroid=1.00
Earth=0.00
RegenHealth=0.00
BlamoKiller=0.00
Death=1.00
Harmless=0.00
CNC_Flamethrower=1.00
CNC_Chem=1.00

[Shield_SkinVehicleHeavy]

None=1.00
Steel=1.00
Steel_NoBuilding=1.00
Shrapnel=1.00
Explosive=1.00
Explosive_NoBuilding=1.00
Shell=1.00
Shell_NoBuilding=1.00
Flamethrower=1.00
TiberiumRaw=1.00
TiberiumBullet=1.00
TiberiumShrapnel=1.00
C4=1.00
Laser=1.00
Laser_NoBuilding=1.00
Repair=0.50
IonCannon=1.00
Nuke=1.00
Fire=1.00
Chem=1.00
Electric=1.00
Visceroid=1.00
Earth=0.00
RegenHealth=0.00
BlamoKiller=0.00

Death=1.00
Harmless=0.00
CNC_Flamethrower=1.00
CNC_Chem=1.00

[Shield_SkinStructureLight]

None=1.00
Steel=1.00
Steel_NoBuilding=1.00
Shrapnel=1.00
Explosive=1.00
Explosive_NoBuilding=1.00
Shell=1.00
Shell_NoBuilding=1.00
Flamethrower=1.00
TiberiumRaw=1.00
TiberiumBullet=1.00
TiberiumShrapnel=1.00
C4=1.00
Laser=1.00
Laser_NoBuilding=1.00
Repair=0.50
IonCannon=1.00
Nuke=1.00
Fire=1.00
Chem=1.00
Electric=1.00
Visceroid=1.00
Earth=0.00
RegenHealth=0.00
BlamoKiller=0.00
Death=1.00
Harmless=0.00
CNC_Flamethrower=1.00
CNC_Chem=1.00

[Shield_SkinStructureMedium]

None=1.00
Steel=1.00
Steel_NoBuilding=1.00
Shrapnel=1.00
Explosive=1.00
Explosive_NoBuilding=1.00
Shell=1.00
Shell_NoBuilding=1.00
Flamethrower=1.00
TiberiumRaw=1.00
TiberiumBullet=1.00

TiberiumShrapnel=1.00
C4=1.00
Laser=1.00
Laser_NoBuilding=1.00
Repair=0.50
IonCannon=1.00
Nuke=1.00
Fire=1.00
Chem=1.00
Electric=1.00
Visceroid=1.00
Earth=0.00
RegenHealth=0.00
BlamoKiller=0.00
Death=1.00
Harmless=0.00
CNC_Flamethrower=1.00
CNC_Chem=1.00

[Shield_SkinStructureHeavy]

None=1.00
Steel=1.00
Steel_NoBuilding=1.00
Shrapnel=1.00
Explosive=1.00
Explosive_NoBuilding=1.00
Shell=1.00
Shell_NoBuilding=1.00
Flamethrower=1.00
TiberiumRaw=1.00
TiberiumBullet=1.00
TiberiumShrapnel=1.00
C4=1.00
Laser=1.00
Laser_NoBuilding=1.00
Repair=0.50
IonCannon=1.00
Nuke=1.00
Fire=1.00
Chem=1.00
Electric=1.00
Visceroid=1.00
Earth=0.00
RegenHealth=0.00
BlamoKiller=0.00
Death=1.00
Harmless=0.00
CNC_Flamethrower=1.00

CNC_Chem=1.00

[Shield_SkinMCT]

None=1.00

Steel=1.00

Steel_NoBuilding=1.00

Shrapnel=1.00

Explosive=1.00

Explosive_NoBuilding=1.00

Shell=1.00

Shell_NoBuilding=1.00

Flamethrower=1.00

TiberiumRaw=1.00

TiberiumBullet=1.00

TiberiumShrapnel=1.00

C4=1.00

Laser=1.00

Laser_NoBuilding=1.00

Repair=0.50

IonCannon=1.00

Nuke=1.00

Fire=1.00

Chem=1.00

Electric=1.00

Visceroid=1.00

Earth=0.00

RegenHealth=0.00

BlamoKiller=0.00

Death=1.00

Harmless=0.00

CNC_Flamethrower=1.00

CNC_Chem=1.00

[Shield_ShieldFlameThrower]

None=1.00

Steel=1.00

Steel_NoBuilding=1.00

Shrapnel=1.00

Explosive=1.00

Explosive_NoBuilding=1.00

Shell=1.00

Shell_NoBuilding=1.00

Flamethrower=1.00

TiberiumRaw=1.00

TiberiumBullet=1.00

TiberiumShrapnel=1.00

C4=1.00

Laser=1.00

Laser_NoBuilding=1.00
Repair=0.50
IonCannon=1.00
Nuke=1.00
Fire=1.00
Chem=1.00
Electric=1.00
Visceroid=1.00
Earth=0.00
RegenHealth=0.00
BlamoKiller=0.00
Death=1.00
Harmless=0.00
CNC_Flamethrower=1.00
CNC_Chem=1.00

[Shield_ShieldChemWarrior]

None=1.00
Steel=1.00
Steel_NoBuilding=1.00
Shrapnel=1.00
Explosive=1.00
Explosive_NoBuilding=1.00
Shell=1.00
Shell_NoBuilding=1.00
Flamethrower=1.00
TiberiumRaw=1.00
TiberiumBullet=1.00
TiberiumShrapnel=1.00
C4=1.00
Laser=1.00
Laser_NoBuilding=1.00
Repair=0.50
IonCannon=1.00
Nuke=1.00
Fire=1.00
Chem=1.00
Electric=1.00
Visceroid=1.00
Earth=0.00
RegenHealth=0.00
BlamoKiller=0.00
Death=1.00
Harmless=0.00
CNC_Flamethrower=1.00
CNC_Chem=1.00

[Shield_ShieldCombatArmor]

None=1.00
Steel=1.00
Steel_NoBuilding=1.00
Shrapnel=1.00
Explosive=1.00
Explosive_NoBuilding=1.00
Shell=1.00
Shell_NoBuilding=1.00
Flamethrower=1.00
TiberiumRaw=1.00
TiberiumBullet=1.00
TiberiumShrapnel=1.00
C4=1.00
Laser=1.00
Laser_NoBuilding=1.00
Repair=0.50
IonCannon=1.00
Nuke=1.00
Fire=1.00
Chem=1.00
Electric=1.00
Visceroid=1.00
Earth=0.00
RegenHealth=0.00
BlamoKiller=0.00
Death=1.00
Harmless=0.00
CNC_Flamethrower=1.00
CNC_Chem=1.00

[Shield_ShieldEnviro]

None=1.00
Steel=1.00
Steel_NoBuilding=1.00
Shrapnel=1.00
Explosive=1.00
Explosive_NoBuilding=1.00
Shell=1.00
Shell_NoBuilding=1.00
Flamethrower=1.00
TiberiumRaw=1.00
TiberiumBullet=1.00
TiberiumShrapnel=1.00
C4=1.00
Laser=1.00
Laser_NoBuilding=1.00
Repair=0.50
IonCannon=1.00

Nuke=1.00
Fire=1.00
Chem=1.00
Electric=1.00
Visceroid=1.00
Earth=0.00
RegenHealth=0.00
BlamoKiller=0.00
Death=1.00
Harmless=0.00
CNC_Flamethrower=1.00
CNC_Chem=1.00

[Shield_ShieldKevlar]

None=1.00
Steel=1.00
Steel_NoBuilding=1.00
Shrapnel=1.00
Explosive=1.00
Explosive_NoBuilding=1.00
Shell=1.00
Shell_NoBuilding=1.00
Flamethrower=1.00
TiberiumRaw=1.00
TiberiumBullet=1.00
TiberiumShrapnel=1.00
C4=1.00
Laser=1.00
Laser_NoBuilding=1.00
Repair=0.50
IonCannon=1.00
Nuke=1.00
Fire=1.00
Chem=1.00
Electric=1.00
Visceroid=1.00
Earth=0.00
RegenHealth=0.00
BlamoKiller=0.00
Death=1.00
Harmless=0.00
CNC_Flamethrower=1.00
CNC_Chem=1.00

[Shield_ShieldSpectra]

None=1.00
Steel=1.00
Steel_NoBuilding=1.00

Shrapnel=1.00
Explosive=1.00
Explosive_NoBuilding=1.00
Shell=1.00
Shell_NoBuilding=1.00
Flamethrower=1.00
TiberiumRaw=1.00
TiberiumBullet=1.00
TiberiumShrapnel=1.00
C4=1.00
Laser=1.00
Laser_NoBuilding=1.00
Repair=0.50
IonCannon=1.00
Nuke=1.00
Fire=1.00
Chem=1.00
Electric=1.00
Visceroid=1.00
Earth=0.00
RegenHealth=0.00
BlamoKiller=0.00
Death=1.00
Harmless=0.00
CNC_Flamethrower=1.00
CNC_Chem=1.00

[Shield_ShieldVehicleLight]

None=1.00
Steel=1.00
Steel_NoBuilding=1.00
Shrapnel=1.00
Explosive=1.00
Explosive_NoBuilding=1.00
Shell=1.00
Shell_NoBuilding=1.00
Flamethrower=1.00
TiberiumRaw=1.00
TiberiumBullet=1.00
TiberiumShrapnel=1.00
C4=1.00
Laser=1.00
Laser_NoBuilding=1.00
Repair=0.50
IonCannon=1.00
Nuke=1.00
Fire=1.00
Chem=1.00

Electric=1.00
Visceroid=1.00
Earth=0.00
RegenHealth=0.00
BlamoKiller=0.00
Death=1.00
Harmless=0.00
CNC_Flamethrower=1.00
CNC_Chem=1.00

[Shield_ShieldVehicleMedium]

None=1.00
Steel=1.00
Steel_NoBuilding=1.00
Shrapnel=1.00
Explosive=1.00
Explosive_NoBuilding=1.00
Shell=1.00
Shell_NoBuilding=1.00
Flamethrower=1.00
TiberiumRaw=1.00
TiberiumBullet=1.00
TiberiumShrapnel=1.00
C4=1.00
Laser=1.00
Laser_NoBuilding=1.00
Repair=0.50
IonCannon=1.00
Nuke=1.00
Fire=1.00
Chem=1.00
Electric=1.00
Visceroid=1.00
Earth=0.00
RegenHealth=0.00
BlamoKiller=0.00
Death=1.00
Harmless=0.00
CNC_Flamethrower=1.00
CNC_Chem=1.00

[Shield_ShieldVehicleHeavy]

None=1.00
Steel=1.00
Steel_NoBuilding=1.00
Shrapnel=1.00
Explosive=1.00
Explosive_NoBuilding=1.00

Shell=1.00
Shell_NoBuilding=1.00
Flamethrower=1.00
TiberiumRaw=1.00
TiberiumBullet=1.00
TiberiumShrapnel=1.00
C4=1.00
Laser=1.00
Laser_NoBuilding=1.00
Repair=0.50
IonCannon=1.00
Nuke=1.00
Fire=1.00
Chem=1.00
Electric=1.00
Visceroid=1.00
Earth=0.00
RegenHealth=0.00
BlamoKiller=0.00
Death=1.00
Harmless=0.00
CNC_Flamethrower=1.00
CNC_Chem=1.00

[Shield_ShieldStructureLight]

None=1.00
Steel=1.00
Steel_NoBuilding=1.00
Shrapnel=1.00
Explosive=1.00
Explosive_NoBuilding=1.00
Shell=1.00
Shell_NoBuilding=1.00
Flamethrower=1.00
TiberiumRaw=1.00
TiberiumBullet=1.00
TiberiumShrapnel=1.00
C4=0.00
Laser=1.00
Laser_NoBuilding=1.00
Repair=0.50
IonCannon=1.00
Nuke=1.00
Fire=1.00
Chem=1.00
Electric=1.00
Visceroid=1.00
Earth=0.00

RegenHealth=0.00
BlamoKiller=0.00
Death=1.00
Harmless=0.00
CNC_Flamethrower=1.00
CNC_Chem=1.00

[Shield_ShieldStructureMedium]

None=1.00
Steel=1.00
Steel_NoBuilding=1.00
Shrapnel=1.00
Explosive=1.00
Explosive_NoBuilding=1.00
Shell=1.00
Shell_NoBuilding=1.00
Flamethrower=1.00
TiberiumRaw=1.00
TiberiumBullet=1.00
TiberiumShrapnel=1.00
C4=0.00
Laser=1.00
Laser_NoBuilding=1.00
Repair=0.50
IonCannon=1.00
Nuke=1.00
Fire=1.00
Chem=1.00
Electric=1.00
Visceroid=1.00
Earth=0.00
RegenHealth=0.00
BlamoKiller=0.00
Death=1.00
Harmless=0.00
CNC_Flamethrower=1.00
CNC_Chem=1.00

[Shield_ShieldStructureHeavy]

None=1.00
Steel=1.00
Steel_NoBuilding=1.00
Shrapnel=1.00
Explosive=1.00
Explosive_NoBuilding=1.00
Shell=1.00
Shell_NoBuilding=1.00
Flamethrower=1.00

TiberiumRaw=1.00
TiberiumBullet=1.00
TiberiumShrapnel=1.00
C4=0.00
Laser=1.00
Laser_NoBuilding=1.00
Repair=0.50
IonCannon=1.00
Nuke=1.00
Fire=1.00
Chem=1.00
Electric=1.00
Visceroid=1.00
Earth=0.00
RegenHealth=0.00
BlamoKiller=0.00
Death=1.00
Harmless=0.00
CNC_Flamethrower=1.00
CNC_Chem=1.00

[Shield_SkinC4]

None=1.00
Steel=1.00
Steel_NoBuilding=1.00
Shrapnel=1.00
Explosive=1.00
Explosive_NoBuilding=1.00
Shell=1.00
Shell_NoBuilding=1.00
Flamethrower=1.00
TiberiumRaw=1.00
TiberiumBullet=1.00
TiberiumShrapnel=1.00
C4=1.00
Laser=1.00
Laser_NoBuilding=1.00
Repair=0.50
IonCannon=1.00
Nuke=1.00
Fire=1.00
Chem=1.00
Electric=1.00
Visceroid=1.00
Earth=0.00
RegenHealth=0.00
BlamoKiller=0.00
Death=1.00

Harmless=0.00
CNC_Flamethrower=1.00
CNC_Chem=1.00

[Shield_CNCVehicleSkin]

None=1.00
Steel=1.00
Steel_NoBuilding=1.00
Shrapnel=1.00
Explosive=1.00
Explosive_NoBuilding=1.00
Shell=1.00
Shell_NoBuilding=1.00
Flamethrower=1.00
TiberiumRaw=1.00
TiberiumBullet=1.00
TiberiumShrapnel=1.00
C4=1.00
Laser=1.00
Laser_NoBuilding=1.00
Repair=0.50
IonCannon=1.00
Nuke=1.00
Fire=1.00
Chem=1.00
Electric=1.00
Visceroid=1.00
Earth=0.00
RegenHealth=0.00
BlamoKiller=0.00
Death=1.00
Harmless=0.00
CNC_Flamethrower=1.00
CNC_Chem=1.00

[Shield_CNCVehicleLight]

None=1.00
Steel=1.00
Steel_NoBuilding=1.00
Shrapnel=1.00
Explosive=1.00
Explosive_NoBuilding=1.00
Shell=1.00
Shell_NoBuilding=1.00
Flamethrower=1.00
TiberiumRaw=1.00
TiberiumBullet=1.00
TiberiumShrapnel=1.00

C4=1.00
Laser=1.00
Laser_NoBuilding=1.00
Repair=0.50
IonCannon=1.00
Nuke=1.00
Fire=1.00
Chem=1.00
Electric=1.00
Visceroid=1.00
Earth=0.00
RegenHealth=0.00
BlamoKiller=0.00
Death=1.00
Harmless=0.00
CNC_Flamethrower=1.00
CNC_Chem=1.00

[Shield_CNCVehicleMedium]

None=1.00
Steel=1.00
Steel_NoBuilding=1.00
Shrapnel=1.00
Explosive=1.00
Explosive_NoBuilding=1.00
Shell=1.00
Shell_NoBuilding=1.00
Flamethrower=1.00
TiberiumRaw=1.00
TiberiumBullet=1.00
TiberiumShrapnel=1.00
C4=1.00
Laser=1.00
Laser_NoBuilding=1.00
Repair=0.50
IonCannon=1.00
Nuke=1.00
Fire=1.00
Chem=1.00
Electric=1.00
Visceroid=1.00
Earth=0.00
RegenHealth=0.00
BlamoKiller=0.00
Death=1.00
Harmless=0.00
CNC_Flamethrower=1.00
CNC_Chem=1.00

[Shield_CNCVehicleHeavy]

None=1.00
Steel=1.00
Steel_NoBuilding=1.00
Shrapnel=1.00
Explosive=1.00
Explosive_NoBuilding=1.00
Shell=1.00
Shell_NoBuilding=1.00
Flamethrower=1.00
TiberiumRaw=1.00
TiberiumBullet=1.00
TiberiumShrapnel=1.00
C4=1.00
Laser=1.00
Laser_NoBuilding=1.00
Repair=0.50
IonCannon=1.00
Nuke=1.00
Fire=1.00
Chem=1.00
Electric=1.00
Visceroid=1.00
Earth=0.00
RegenHealth=0.00
BlamoKiller=0.00
Death=1.00
Harmless=0.00
CNC_Flamethrower=1.00
CNC_Chem=1.00

[Shield_CNCMCTSkin]

None=1.00
Steel=1.00
Steel_NoBuilding=1.00
Shrapnel=1.00
Explosive=1.00
Explosive_NoBuilding=1.00
Shell=1.00
Shell_NoBuilding=1.00
Flamethrower=1.00
TiberiumRaw=1.00
TiberiumBullet=1.00
TiberiumShrapnel=1.00
C4=1.00
Laser=1.00
Laser_NoBuilding=1.00

Repair=0.50
IonCannon=1.00
Nuke=1.00
Fire=1.00
Chem=1.00
Electric=1.00
Visceroid=1.00
Earth=0.00
RegenHealth=0.00
BlamoKiller=0.00
Death=1.00
Harmless=0.00
CNC_Flamethrower=1.00
CNC_Chem=1.00

[Shield_CNCStructureLight]

None=1.00
Steel=1.00
Steel_NoBuilding=1.00
Shrapnel=1.00
Explosive=1.00
Explosive_NoBuilding=1.00
Shell=1.00
Shell_NoBuilding=1.00
Flamethrower=1.00
TiberiumRaw=1.00
TiberiumBullet=1.00
TiberiumShrapnel=1.00
C4=1.00
Laser=1.00
Laser_NoBuilding=1.00
Repair=0.50
IonCannon=1.00
Nuke=1.00
Fire=1.00
Chem=1.00
Electric=1.00
Visceroid=1.00
Earth=0.00
RegenHealth=0.00
BlamoKiller=0.00
Death=1.00
Harmless=0.00
CNC_Flamethrower=1.00
CNC_Chem=1.00

[Shield_CNCStructureMedium]

None=1.00

Steel=1.00
Steel_NoBuilding=1.00
Shrapnel=1.00
Explosive=1.00
Explosive_NoBuilding=1.00
Shell=1.00
Shell_NoBuilding=1.00
Flamethrower=1.00
TiberiumRaw=1.00
TiberiumBullet=1.00
TiberiumShrapnel=1.00
C4=1.00
Laser=1.00
Laser_NoBuilding=1.00
Repair=0.50
IonCannon=1.00
Nuke=1.00
Fire=1.00
Chem=1.00
Electric=1.00
Visceroid=1.00
Earth=0.00
RegenHealth=0.00
BlamoKiller=0.00
Death=1.00
Harmless=0.00
CNC_Flamethrower=1.00
CNC_Chem=1.00

[Shield_CNCStructureHeavy]

None=1.00
Steel=1.00
Steel_NoBuilding=1.00
Shrapnel=1.00
Explosive=1.00
Explosive_NoBuilding=1.00
Shell=1.00
Shell_NoBuilding=1.00
Flamethrower=1.00
TiberiumRaw=1.00
TiberiumBullet=1.00
TiberiumShrapnel=1.00
C4=1.00
Laser=1.00
Laser_NoBuilding=1.00
Repair=0.50
IonCannon=1.00
Nuke=1.00

Fire=1.00
Chem=1.00
Electric=1.00
Visceroid=1.00
Earth=0.00
RegenHealth=0.00
BlamoKiller=0.00
Death=1.00
Harmless=0.00
CNC_Flamethrower=1.00
CNC_Chem=1.00

; Special_Damage
; For each warhead that can cause a special damage mode, list it
; Special Damage Types: Fire, Chem, Electric

[Special_Damage_Type]
Explosive=Fire
Explosive_NoBuilding=Fire
Flamethrower=Fire
TiberiumRaw=Chem
TiberiumBullet=Chem
TiberiumShrapnel=Chem
C4=Fire
Laser=Fire
Laser_NoBuilding=Fire
IonCannon=Electric
Nuke=Fire
Fire=Fire
Chem=Chem
Electric=Electric
Visceroid=Chem
CNC_Flamethrower=CNC_Fire
CNC_Chem=CNC_Chem

; For each warhead that can cause a special damage mode, list it's probability
; Special Damage Types: Fire, Chem, Electric

[Special_Damage_Probability]
Explosive=0.10
Explosive_NoBuilding=0.10
Flamethrower=0.50
TiberiumRaw=0.50
TiberiumBullet=0.10
TiberiumShrapnel=0.25
C4=0.50
Laser=1.00

Laser_NoBuilding=1.00
IonCannon=1.00
Nuke=1.00
Fire=1.00
Chem=1.00
Electric=1.00
Visceroid=1.00
CNC_Flamethrower=1.00
CNC_Chem=1.00

; Describe each of the Special Damages

[Special_Damage_CNC_Fire]

Warhead=None

Duration=5

Scale=5

; Explosion=Explosion_Flamethrower

[Special_Damage_CNC_Chem]

Warhead=None

Duration=10

Scale=5

; Explosion=Explosion_Flamethrower

[Special_Damage_Fire]

Warhead=None

Duration=2

Scale=5

; Explosion=Explosion_Flamethrower

[Special_Damage_Chem]

Warhead=None

Duration=2

Scale=10

; Explosion=Explosion_Chemsprayer

[Special_Damage_Electric]

Warhead=None

Duration=2

Scale=5

; Explosion=Explosion_Crate_Small

; Skins impervious to catching Special Damages

; If an Armor is impervious, but the Skin is not, the target will 'catch'

[Impervious_Fire]

0=None

1=Blamo

2=SkinFlameThrower
3=SkinVehicleLight
4=SkinVehicleMedium
5=SkinVehicleHeavy
6=SkinStructureLight
7=SkinStructureMedium
8=SkinStructureHeavy
9=SkinMCT
10=ShieldFlameThrower
11=ShieldVehicleLight
12=ShieldVehicleMedium
13=ShieldVehicleHeavy
14=ShieldStructureLight
15=ShieldStructureMedium
16=ShieldStructureHeavy
17=SkinC4

[Impervious_Chem]

0=None
1=Blamo
2=SkinChemWarrior
3=SkinMutant
4=SkinVehicleLight
5=SkinVehicleMedium
6=SkinVehicleHeavy
7=SkinStructureLight
8=SkinStructureMedium
9=SkinStructureHeavy
10=SkinMCT
11=ShieldChemWarrior
12=ShieldVehicleLight
13=ShieldVehicleMedium
14=ShieldVehicleHeavy
15=ShieldStructureLight
16=ShieldStructureMedium
17=ShieldStructureHeavy
18=SkinC4

[Impervious_Electric]

0=None
1=Blamo
2=SkinVehicleLight
3=SkinVehicleMedium
4=SkinVehicleHeavy
5=SkinStructureLight
6=SkinStructureMedium
7=SkinStructureHeavy
8=SkinMCT

9=ShieldVehicleLight
10=ShieldVehicleMedium
11=ShieldVehicleHeavy
12=ShieldStructureLight
13=ShieldStructureMedium
14=ShieldStructureHeavy
15=SkinC4

; Visceroid Triggering
; List probability for each warhead

[Visceroid_Probability]
TiberiumRaw=0.10
TiberiumBullet=0.15
TiberiumShrapnel=0.20
Chem=0.25
Visceroid=1.00
