
Subject: Re: [FULL RELEASE]: The Virtual Westwood Museum Mod 0.3 Beta
Posted by [rrutk](#) on Thu, 05 Feb 2009 16:38:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

may be, the balancing should be better. but, yes, it makes fun

here a tip for naval warfare:

the gunboat have a secondary can-weapon (= bombs exploding in deep water against submarines) like in real life.

the subs are able to fire torpedos (half the speed of rockets) under water, just like in real life.

but to make it not so easy for subs, the torpedos are NOT tracking (in real life they would), and the are only able to fire just straight forward. so, they have to sneak to the boat and fire at the water surface, then dive away.

pix to show:

falling can:

can explosion:

(The explosion should be better a new emitter with a water explosion).

File Attachments

1) [Falling_Can.jpg](#), downloaded 2451 times

Gunboat

Falling Can (Bomb to attack submarines)



2) [Can_Explosion.jpg](#), downloaded 2559 times

87

Team
1 GDI
2 Player
rmtk2



rmtk2
MVP
Recruit



Credits: 97796
Time Remaining: 01:48:37