Imagine going into a map with a repair pad, and having it work similarly to C&C. Imagine going into an orca or an Apache, and not getting shot down by a ramjet. But by a rocket. Imagine Going into a match where the mammoth's cannons is a better weapon against vehicles. Imagine this all server side.

Stop imagining.

I am working on a modified objects.dbb and an armor.ini that allows this and more. This will be server side. the only requirement for clients will be scripts 3.4.4. There will be a map that I will possibly release, and an option for server owners to have additional features from making clients download a file.

Features:

 Repair Pads cost money to use, but repairs in bursts
 Ramjets should not harm heavy vehicles and aircraft anymore
 Ramjet has reduced damage versus vehicles overall
 Rocket launcher has an anti air secondary fire
 SAM Sites Fixed, requires power, rockets will home in to target
 Ground defences (Except obi and AGT missiles) fire at ground only
 Armor of many units adjusted

Those willing to make players download something will have additional features:

 Helicopters will now come in from the edge of the map, and will no longer require an airfield/WF, they will require a helipad though
 New models of many things.

Tell me what you think about this.