
Subject: APB: TOZ-194

Posted by [Fabian](#) on Fri, 22 Dec 2006 05:07:23 GMT

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File Attachments

1) [post-14-1166760718.jpg](#), downloaded 1346 times



Subject: Re: APB: TOZ-194

Posted by [Theboom69](#) on Fri, 22 Dec 2006 05:33:14 GMT

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mjfabian wrote on Thu, 21 December 2006 23:07
http://www.apathbeyond.com/forum/index.php?showtopic=10822&st=0&#entry21_9962

Give's me the chill's when can i use that thing?

Subject: Re: APB: TOZ-194
Posted by [Chronojam](#) on Sat, 23 Dec 2006 00:14:25 GMT
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The APB testers already are using the weapon with the stats alone, but this will probably be included in the next big internal build.

Subject: Re: APB: TOZ-194
Posted by [Slave](#) on Mon, 25 Dec 2006 11:31:58 GMT
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i played red alert 1 when i was... uhm... way younger, but i don't recall a shotgun being in the game. Are you guys trying to perfectly recreate ra1 or building on it?

still looking sexy, happy xmas

Subject: Re: APB: TOZ-194
Posted by [Jerad2142](#) on Mon, 25 Dec 2006 16:18:46 GMT
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Renegade has a shot gun trooper, I suppose their just trying to fill the empty buy slots.

Subject: Re: APB: TOZ-194
Posted by [_ToXiN_](#) on Mon, 25 Dec 2006 19:45:11 GMT
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The shotgun is not there simply to 'fill empty buy slots'. Possibly upsetting the balance of the game, just to do that, would be quite idiotic. No.

The Soviet commissars and Allied sergeants will be there to fill an Anti-Infantry role, not simply fill and empty buy slot, infact from what I've heard they will not be free units. So your assumption that they're only there to fill and empty slot is quite incorrect.

No, they're there to fill the purely anti-infantry role, something that is needed for the further balance of the gameplay. Just like there werent snipers in Red Alert, there are in APB, for the sake of balance and gameplay.

Oh and as for being in RA? There's a few cutscenes showing off troops with shotgun.

Subject: Re: APB: TOZ-194

Posted by [Jerad2142](#) on Mon, 25 Dec 2006 20:09:08 GMT

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ToXiN wrote on Mon, 25 December 2006 12:45

The Soviet commissars and Allied sergeants will be there to fill an Anti-Infantry role, not simply fill and empty buy slot, infact from what I've heard they will not be free units. So your assumption that they're only there to fill and empty slot is quite incorrect.

Slot 9 is empty on both teams.

ToXiN wrote on Mon, 25 December 2006 12:45

No, they're there to fill the purely anti-infantry role, something that is needed for the further balance of the gameplay.

It would be balancing if the allies had a shot gun and the soviets did not, and the officer and flame trooper are pretty good anti infantry.

ToXiN wrote on Mon, 25 December 2006 12:45

Just like there werent snipers in Red Alert, there are in APB, for the sake of balance and gameplay.

Just add to gameplay. If both teams did not have snipers it would still be balanced.

ToXiN wrote on Mon, 25 December 2006 12:45

Oh and as for being in RA? There's a few cutscenes showing off troops with shotgun. There are planes in RA and they still have not added those in, and they are actually in the game, and the movies to.

Subject: Re: APB: TOZ-194

Posted by [idebo](#) on Tue, 26 Dec 2006 09:44:21 GMT

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You could see shotguns in the movies between missions. Also in some trailer, where Tanya destroyed some facility.

So it is true to RA and it's not to fill up some slots.

Subject: Re: APB: TOZ-194

Posted by [Jerad2142](#) on Tue, 26 Dec 2006 09:49:56 GMT

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Still no planes which are INGAME, but ya it would make more sense to spend your time and energy on adding in a weapon that is seen in 1 movie.

Subject: Re: APB: TOZ-194

Posted by [Sir Phoenixx](#) on Tue, 26 Dec 2006 13:33:59 GMT

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Jerad Gray wrote on Tue, 26 December 2006 04:49: Still no planes which are INGAME, but ya it would make more sense to spend your time and energy on adding in a weapon that is seen in 1 movie.

When did we ever say that we weren't going to add planes to the mod? Never? Because if we had said that, then what you're trying to argue wouldn't actually be completely irrelevant. They're already modeled and textured and planned, they just need to be animated and scripted to be beacon activated airstrikes.

And if you haven't noticed, we have a team working on the mod, as in more than one person doing more than one thing, having a (new) person texture a weapon in no way affects the progress of a couple vehicles being animated/scripted/etc.

And there were several movies in RA that showed the shotgun, not just one.

Subject: Re: APB: TOZ-194

Posted by [Jerad2142](#) on Tue, 26 Dec 2006 16:17:53 GMT

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Sir Phoenixx wrote on Tue, 26 December 2006 06:33

And there were several movies in RA that showed the shotgun, not just one.

What about being fired...

BTW, how are the dogs coming, you know because that would help even out the infantry count.

Subject: Re: APB: TOZ-194

Posted by [icedog90](#) on Tue, 26 Dec 2006 20:58:28 GMT

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If it were me, I would only put stuff in the mod if it was in the actual game, not the cutscenes.

Subject: Re: APB: TOZ-194

Posted by [Spice](#) on Wed, 27 Dec 2006 09:09:43 GMT

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I think it's a good idea, At least they've gotten somewhat creative.
