

Wattenbarger, Phil

From: Shelton, Jeff
Sent: Monday, July 01, 1996 2:44 PM
To: Mustakas, Sean
Cc: Wattenbarger, Phil
Subject: Weapons from ship doc

Here are the weapons I have pulled from the ship doc. You may already have some of them but I am sending them all just in case.

Tachyon Gun

This a weapon from previous Wings although it may change in this one.

Ion Cannon

Another weapon from previous Wings.

Anti-shield Gun (needs a name)

This is a new weapon although it could eventually carry an old name. The idea is to have some weapons that are more effective against shields and some more effective against armor. This gun would still do some damage to armor. If we do the guns right a player switching guns at the right time will gain an edge. Player will still be able to be very effective when on full guns.

Quantum Disrupter Gun

This is a new gun found on the Wild Weasel which disrupts electrical systems rather than causing hard damage. This gun is also not affected by shields. It is highly effective against turrets and radar. A slow moving weapon, it is not highly effective against fighters although a successful hit can result in system failures.

Anti-radiation Missile (ARMS)

This missile uses a shaped charge to punch through a heavy targets shields and then deliver a smaller blast against the radiating target inside. These missiles are for use against turrets and radar.

Anti-bomber Rocket Packs

This is a pack of 12 or more rockets that are all launched at one target. They are guided by a laser in the ships nose and have a very short range. A successful lock usually results in the destruction of most enemy bombers. As many as 4 of these can be carried on the Interceptor.

Anti-missile turret (on fighter)

Two fighters in the game make use of a high-rate-of-fire nose turret intended to knock down incoming (anti-fighter) missiles. They can not take out anti-ship missiles.

Bomber Plasma Cannon

This is a smaller version of the plasma cannon found on starships. It has a slow refire rate of about one shot every two seconds so it is not effective against fighters (except in the case of a lucky hit) but does notable damage to starships.

That's all that is detailed so far. Weapons for starships still needs some attention and we need to iron out some of the fighters weapons as well, like which ones from previous Wings we want to keep or change.

-Jeff

Wattenbarger, Phil

From: Shelton, Jeff
Sent: Monday, July 01, 1996 5:34 PM
To: Wattenbarger, Phil; Mustakas, Sean
Subject: RE: Weapons from ship doc

From: Wattenbarger, Phil
Sent: Monday, July 01, 1996 3:02 PM
To: Shelton, Jeff; Mustakas, Sean
Subject: RE: Weapons from ship doc
I agree. I'll put forth some effort in those directions.
My additional feedback below.

Rockin'. In general I think we should think about ranges and visual feedback (does it simply blow up a target? Shatter it into a thousand pieces? Short out electrical system in a shower of sparks?) of these weapons.
My feedback below

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Cool. Maybe we could make this a short range weapon. That way, you have to put yourself in risk to get the full advantage. Would this be tech developed as a result of the captured alien ship?

This was actually Chris D's idea. This is something that the player would have right away. (it's on the Tigershark) It was planned for it to have an average range so that full guns can still be employed but players would have the option of being more effective by first using anti-shield guns and then switching to armor guns when the shields were down. It just adds some potential strategy. If anti-shield gun is used as the name we could have three different classes. (A,B,C)

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We might just limit this to Wild Weasel. If we allowed this for fighter combat, the difference between the above weapon seems too subtle (unless of course it was used against the player).

I meant to say the Quantum disrupter is found only on the Wild Weasel.

What would be the feedback when you used this weapon? What happens when I unload five bolts on a turret?

This is a good question. I've given it some thought but don't have a solid answer just yet. I'm thinking some kind of electrical discharge and of course no shield effects. As far as a result from a certain number of bolts; it is probably too soon to estimate. It sounds like a tweaking issue. We don't want them to be too devastating.

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YES!

Anti-missile turret (on fighter)

Two fighters in the game make use of a high-rate-of-fire nose turret intended to knock down incoming (anti-fighter) missiles. They can not take out anti-ship missiles.

Is this fired automatically or similar to chaff?

Another good question. It might be cool if the player can turn it on and off since it should drain from his gun pool. While it is on it would automatically activate when a missile was in range but the player could switch it off and rely on flying maneuvers to evade the missiles and have no fear of gun pool drain while trying to finish off an enemy fighter.

Bomber Plasma Cannon

This is a smaller version of the plasma cannon found on starships. It has a slow refill rate of about one shot every two seconds so it is not effective against fighters (except in the case of a lucky hit) but does notable damage to starships.

Badass. Maybe we could have a slight recoil from this super-charged gun.

Yes!

That's all that is detailed so far. Weapons for starships still needs some attention and we need to iron out some of the fighters weapons as well, like which ones from previous Wings we want to keep or change.

-Jeff