Subject: JA:F MOD IDEA: Stunning Flashbang Grenades
Posted by Shanga on Sun, 09 Nov 2014 10:38:25 GMT
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LbwVVxnnbYo[/video]

You know you want this. People rightfully complain flashbang grenades in JA:F are weak and the enemy keeps moving and shooting freely after you "stun" them.

Well, after some debates and discussions on the official forum and a few minutes of testing, here it is, the most simple mod ever, with a dramatic effect on the gameplay:

1. Open GameRulesSettings.json
2. Go to Movement section
3. Edit "EnergyFlashbangFactor" : 150, (default it's 10)
4. Save and enjoy

If you want to test this immediately, edit the default IMP inventory in /Units/StandardTemplates.json and add a couple of grenades (you can get the exact ID in Weapons.json, but I think it's something like "Flashbang_Grenade").

A couple of observations:

1. When hit target is instantly "Unconscious"
2. The fainted state takes about 2 turns
3. After 2 turns target wakes up, but will still be unable to shoot or move because he will have very low energy (thus a huge penalty on shooting or moving)
4. After 2nd turn "awake", the target will be able to react.

Subject: Re: JA:F MOD IDEA: Stunning Flashbang Grenades
Posted by grim on Sun, 09 Nov 2014 11:34:20 GMT
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Indeed, this is the way to go.
Something can be done on bullet hits too, tweaking energy levels and energy hit factor.

Subject: Re: JA:F MOD IDEA: Stunning Flashbang Grenades
Posted by Shanga on Sun, 09 Nov 2014 12:00:45 GMT
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GrimIndeed, this is the way to go.
Something can be done on bullet hits too, tweaking energy levels and energy hit factor.

Yep, a small increase in bullet energy hit factor also kicks a punch. I increased that in my game and I am curious how much that will impact shotguns (which have multiple bullets hitting you). A cumulative effect would make a shotgun blast against an armored enemy quite an interesting choice.

Subject: Re: JA:F MOD IDEA: Stunning Flashbang Grenades
Posted by dethica on Sun, 09 Nov 2014 13:56:44 GMT
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isn't falling unconscious a bit too much for a flashbang?
if we set it to something like 50-100, it will have too little effect?

Subject: Re: JA:F MOD IDEA: Stunning Flashbang Grenades
Posted by Shanga on Sun, 09 Nov 2014 14:07:18 GMT
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50 takes off like 1/3 of your energy. Thats why 150 knocks you out. You can set it to as much as you like.