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Subject: Re: New C&C game confirmed!

Posted by [zeratul](#) on Fri, 29 Oct 2010 02:31:49 GMT

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Quote:

Zeratul wrote on Wed, 27 October 2010 22:43 Shroud regrowth is in ra1 just checked it. its under "shroud regrows" last choice on checkable items in skirmish setup idk if its in ra2 and dont feel like checking

Shroud regrowth is not in RA2/YR but for good reason. I don't think it was even an option. There were rumours that it wasn't included because WW could not get it working (wtf?).

My personal pet theory is that the gameplay mechanics didn't need a fog or shroud growing back in. The Allies have the information advantage. They can just put up the Spy Satellite Uplink building and whooosh; the entire map gets revealed. Not to mention they can use the Gap Generator to cover themselves up as well. Sneaks!

Also the Soviet Phychic Sensor in RA2 and Yuri's Phychic Radar reveal incoming enemy attacks.

So really these 4 features/buildings make using the reoccurring fog-of-war pointless and would not have made sense in the game. That's why I think they were taken out.

If this did not already disadvantage the Soviet factions, a re-occurring shroud would have. The Soviet player also have to deal with Spies sneaking into the Radar Tower and undoing all the hard work he has done to uncover the map. Thankfully, the dogs are cheap to produce and it greatly helps the Soviets to uncover the fog that way. YR balanced it for them greatly though. They got the Spy Plane and the Siege Chopper acts as an ideal scout late in the game. now that i think of it.. your right but this was a possible situation in the first as well aside from the psychic radar and sensor

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