
Subject: Re: RA_Fjord

Posted by [HaTe](#) on Thu, 14 Jul 2011 07:08:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

By the looks of the screen shot there's only 5 entrances Iran, so it's probably not going to be easy to get in the base in the first place. I do agree with the guard tower suggestion though. I like the looks of the map as a whole very much, but I'm concerned that the gameplay may have it's exploits and such, because of the size of the map, and the amount of buildings and everything. I'm sure you have a decent handle on this and are aware of it, but I also hope that you're keeping gameplay a priority over visuals.

I saw a tunnel system in one of the earlier pics, and am wondering where that connects to on the outside? Most tunnels are connected to both bases, but I'm assuming that's not the case because of the size of the map? I'm sure there will still be ways for infantry to do their sneaking around and such, right?

Edit: Nvm, i just saw the tunnel entrance in the first ss, my mistake. Doesn't that sort of make it impossible for any sort of infantry rush to be successful though (if the air happened to have died)?

It's hard to criticize or critique anything with only screen shots provided, so I could completely be missing the mark here, but will it be possible to even get to that entrance by the pp while the agt is still online?
