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Subject: Re: RA\_Fjord

Posted by [Aircraftkiller](#) on Wed, 03 Aug 2011 05:37:06 GMT

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It's not a Repair Facility. I think Titan helped fuck up people's perception of what those two structures do when he decided to put both of them together. Thanks... The Repair Facility only repairs vehicles.

The Construction Yard only repairs buildings. It's sort of a safeguard against instant-rushes. It also requires that you pay attention to your C4 timing, since blowing remotes early will throw off the damage required to destroy a building.

I think I know why you're figuring that it's a four-door Barracks: I removed the sandbags and razor wire in front. I felt that it didn't make sense in a base like Hammerfest, where the structures are more built-up than a field base like Complex or Under. There isn't much of a need for sandbags and razor wire when you have a concrete wall with base gates surrounding you. I did place concrete barriers in front of the two doors to prevent easy "sniping" of the characters spawning, and to keep vehicles from simply running over infantry as they pour out of the front.

To put it simply, the Barracks front end is where the sewer pops out. So the MCT is by the Weapons Factory toward the wall where it would be normally. Most of the sewer openings have a concrete barrier identical to the ones that block the Barracks' front door, so that infantry can pop out without the AGT gunning them down in moments flat. However, I really doubt that anyone could run inside of the Barracks without being killed.

The Hand of Nod's E3 style also helps prevent people from being crushed the second they walk out of the front door, and gives a few extra hiding places for beacons and defense.

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