
Subject: Re: RA_Fjord

Posted by [Gohax](#) on Fri, 19 Aug 2011 06:19:06 GMT

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

Aircraftkiller wrote on Thu, 18 August 2011 20:53Yep, it's been a while since I've seen you around Cept!

I'd also like to say that I think I'm almost finished with the development. Game-play tests are going to be soon. I want to add SAM Sites to the Nod base and remove the ability for the Obelisk to fire at airborne units. Once that's done, we'll test it out and see how it works. I'm also removing/minimizing the ramjet/sniper damage against Orcas, Apaches, and Transport Helicopters.

As I do like this idea, (making orcas/apaches stronger against ramjets) I think it isn't needed (unless the map is pretty big.)

There's quite a bit of cover, judging from the ss, for the orcas/apaches to hide behind. I'm usually for upgrading armor in the orcas/apaches, but lately I have noticed it isn't really needed.

On a sidenote, the map is looking really good man. I like the work you did on the ramps for the buildings. Ref was pretty nice.
