

---

Subject: Re: RA\_Fjord

Posted by [Spyder](#) on Fri, 19 Aug 2011 09:17:10 GMT

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

---

Aircraftkiller wrote on Fri, 19 August 2011 08:36Snipers will be able to hide almost anywhere on this level. The bushes offer a huge amount of cover, as do the ice formations, and the ore mines, and the civilian village... SAM Sites are an important defense for Nod. They're not easy to destroy - I'm working on getting them to pop-up when aircraft approach. They will attack you from a long distance, so you can't simply approach the Nod base with impunity.

I'm making it so that all rocket launchers have homing missiles, so the airborne units will not dominate. They will also be specialized. The Orca will fire missiles, the Apache will fire its cannon. I don't want them to dominate the levels like they do now, if there are no counters available.

You mean like animated SAM Sites that rise from a hole in the ground when aircraft approaches the enemy base? That would be awesome.

---