
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Thu, 08 Sep 2011 02:00:41 GMT

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Already covered it. I believe I mentioned it earlier too. This is the change-list I created in the readme.txt file for it.

Here's the change list:

GDI Grenadier has an alt-fire. It fires a triple-burst but takes longer to fire than the regular fire.

GDI Orca now only has missiles. It fires six before it must reload. It no longer takes major damage from Ramjet Rifles. It now costs 1,200 credits.

GDI Transport Helicopter has had its speed improved. It carries five passengers now, instead of four. It no longer takes major damage from Ramjet Rifles, and its credit cost is now 1,500 credits.

GDI Medium Tank now uses the beta model that I've modified and made to look more like an M1 Abrams. It also has moving wheels.

GDI Mammoth Tank has extended missile range, but the missiles do less damage to armored targets. Use cannons against vehicles and structures primarily. It also has a new model that's 99% accurate to the original Tiberian Dawn model, which I've built and painted myself.

GDI MRLS now has a rotating turret, but costs 800 credits. I've modified it so that it has wheels and a muzzle emitter when it fires.

GDI/Nod Rocket Soldier Officer and GDI Gunner have homing missiles, which are useful against airborne units. They also have a triple-burst alt-fire that's inaccurate at range, but incredibly lethal up close. Keep away from them if you can.

Nod Recon Bike was added. It moves very quickly but is also incredibly weak and can be destroyed easily. Take them out at long range, but beware their missile attack.

Nod Apache now fires shotgun-like rounds which have considerable range and damage everything. It no longer has missiles. Its cost was increased to 1,200 credits to compensate for the extra damage and lack of vulnerability to Ramjet Rifles.

Nod Flamethrower now has an alt-fire. It will do roughly 250% more damage versus what it did before, but its range was considerably shortened to 15 meters. Primary fire is unaffected by this change. Do not let them come close to you or get inside structures.

The GDI AGT only fires a pair of Tomahawk missiles now. It has custom-built Guard Towers for machine gun defenses.

The Nod Obelisk cannot attack airborne units as its laser diffuses in the atmosphere. As a result, Nod SAM Sites have been installed at the Nod base. They are incredibly lethal and difficult to destroy unless they pop-up to attack aircraft, at which point they are vulnerable and easily

destroyed.

The Advanced Communications Center controls team radar and beacon purchases. If destroyed, GDI can no longer buy Ion Cannon beacons and their radar is terminated.

The Shrine of Nod provides spiritual guidance for Nod and houses nuclear missiles. If destroyed, Nod can no longer buy nuclear beacons.

The Nod Communications Center controls Nod team radar. If destroyed, Nod's radar no longer operates.

The Construction Yards repair structures at the rate of roughly what an Engineer would. Destroy them to make base destruction easier. They cannot repair themselves.

Tiberium Silos add an additional 2.5 credits per second. Destroy them with C4 explosives for additional damage, or any other weapon to hamper credit flow.

Repair Facilities provide essential vehicle repairs in times of base assault, if a vehicle is parked on it and occupied. Destroy them with C4 explosives for additional damage, or any other weapon to hamper automatic vehicle repairs.
