
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Thu, 08 Sep 2011 05:07:23 GMT

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New changes to the list:

Nod Artillery now fires lobbed gravity-influenced shells. It continues to have a turret. Damage has been increased to 175. Explosion radius has been increased to 22 meters. Explosion damage has been increased to 175. Camera shake duration reduced to 1.5 seconds, down from 3.0. Camera shake radius reduced to 30 meters, down from 40.

GDI MRLS now fires only two missiles. Each missile does 108 damage. It continues to have a turret. Damage radius was increased from 8 to 12, spreading 108 damage through that vicinity. It is now considerably more lethal to infantry.

Nod Flame Tank has been given the beta model. It does not have a turret. To compensate, flame damage has been increased from 13 to 26 per "shot", which makes it much more potent versus any target. Do not allow it to come near your base. Thankfully, it needs to enter your base through the gates before it can do any real damage to any structures.
