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Subject: C&C\_Fjord Beta 2

Posted by [Aircraftkiller](#) on Thu, 08 Sep 2011 19:21:56 GMT

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Fjord is finally to the point where it's almost completed. I've done some (hopefully) final change lists and now have it ready for the second beta test. This is the first public test, the private one was two days ago. This level is running on the 4.0 test server by itself, no other ones are in the rotation.

You will need Scripts 4.0 to run Fjord, so make sure you install it. For those of you who beta tested it privately, go to your Renegade folder in the My Documents folder, open Clients folder, and delete C&C\_Fjord.thu before you attempt to play.

Download: <http://www.3dholmes.com/downloads/Renegade/Fjord.rar>

Please list any bugs you encounter. The only exception is if a message pops up saying "something bad happened" which should be posted in the Tiberian Technologies forum.

To join: 109.230.246.231 Port 4848

Let's get some matches scheduled and play-test this so I can fine tune it before the final release!

\*\*\*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. Its missiles now turn twice as fast and are more useful versus airborne targets. 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. Now fires only two missiles. Each missile does 108 damage. Damage radius was increased from 8 to 12, spreading 108 damage through that vicinity. It is now considerably more lethal to infantry.

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 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.

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 19 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.

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. Its start-up and shutdown sounds were changed to more interesting versions that existed in Renegade.

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 Nod Turret now does 60 damage instead of 30, fires faster, and will generally ruin your day unless you take it out.

The SAM Sites and Turret now have voice announcements for damage and destruction.

### \*\*\*NEW STRUCTURES\*\*\*

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.

Screenshots: