
Subject: Re: RA_Fjord

Posted by [GEORGE ZIMMER](#) on Mon, 12 Sep 2011 02:39:22 GMT

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A map that centers around the idea of the gunboat support would be better rather than tacking them on.

Also, Nod's vehicles would all need heavy reworking to get them to be similar to C&C95.

-Recon Bikes that work like hit-and-run strike vehicles (possible to do, but almost no one ever does them right)

-Artillery needs to have a fixed turret

-SSM's need to be added to take the place of artillery

-MRLS needs to have a higher cost and better damage (to balance out SSM's and all that)

might not sound like much, but it's a significant amount of gameplay changes. Because of that, it's better to not add Recon bikes just for the sake of it- it's better to keep it similar to how it is, or go all the way.
