
Subject: Re: RA_Fjord

Posted by [GEORGE ZIMMER](#) on Mon, 12 Sep 2011 07:45:06 GMT

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Note: I don't think you SHOULD add SSM's, at least not right now (hence why I said you'd have to do a lot to get closer to that C&C95 feel). But I like discussing these things.

Aircraftkiller wrote on Sun, 11 September 2011 20:00 I'm not interested in adding SSMs. I have the 3DS Max file for them from Westwood

Oh, seriously? Nice- any chance of at least uploading some pics? Would be pretty nice.

Aircraftkiller wrote on Sun, 11 September 2011 20:00 what's the point in adding them? The Artillery already does what they do for cheaper and they aren't such a gigantic target. The only way SSMs would be a viable unit would be to make them launch missiles that damage everything within a 50 meter radius with napalm, and have them attack from 300 meters or more. They're too much trouble and I honestly see no point in them right now.

Firstly, artillery would need to be changed a bit to warrant SSM's being put in. Make the turret unable to rotate, and then have the shell arc- basically, what it's like in APB (they were pretty much the same unit in C&C95 and RA1, anyway).

Secondly, MLRS's would have to have their price increased (as well as other advantages, although you seem to have already handled that pretty well)- MLRS's and SSM's would have to become parallel units, rather than how it works right now (Artillery and MLRS's being the current parallels).

Thirdly, yeah, SSM's should have higher splash, less damage (but able to fire twice... basically, balance it out so it's not too ridiculous), and slower reload rate. This'd make them more of a glass cannon than a continual assault unit, but it'd be the kinda firepower Nod needs to take out GDI's threats. It's definitely possible to make SSM's balanced, and still useful.

With all that, this would accomplish quite a few things. The "heavy firepower" units (what artillery and MLRS are in Renegade right now) wouldn't be as early game as they are, making tanks and buggies/humvees a more important deal. The exception being Nod's regular artillery, but because it wouldn't be able to handle the field nearly as well, it'd more or less be used purely as anti-base (arcing shots would make it difficult to handle vehicle and infantry threats). So... it basically wouldn't be a "heavy firepower" unit and more or less something used as support (like it should have been).

Plus, y'know, napalm missiles would be awesome.
