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Subject: Re: RA\_Fjord

Posted by [Aircraftkiller](#) on Thu, 06 Oct 2011 19:18:57 GMT

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Guard Towers are primarily anti-infantry. AGTs are anti-everything. Turrets are anti-vehicle, Obelisks are anti-everything. See how the balance works? It's the same way in Renegade, except GDI has no Guard Towers, and Nod has crappy Turrets that barely damage vehicles.

I may also add a fourth SAM Site to the Nod base, next to the Hand of Nod, which would help protect the Nod base against aerial attacks. Not sure if it's worth it though, but would like some commentary on that idea.

I have the AGT installed in front of the curved part of the Power Plant. I moved the walls around to make it a larger area to work in, just enough to contain the second AGT.

The Nod Artillery will have a turret restriction of roughly 10 to 15 degrees so it has to fire into the air, and can no longer fire at the ground in front of itself.

The Orca will be given a spread machine gun, but it will be anti-infantry only. I will be boosting the turn rate of the missiles to make them more effective against vehicles.

The Apache will get a secondary rocket salvo that fires an unguided spread of eight rockets, with the usual three second reload time. You will have the ability to strafe targets at range, but it's inaccurate.

Recon Bikes will have their handling improved somewhat, and their rockets will have a better turn rate. I will also improve its firing speed by 25 to 35%.

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