

---

Subject: Re: RA\_Fjord

Posted by [TankClash](#) on Fri, 07 Oct 2011 06:50:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Destroying Nods tiberium silo seems to be a pretty effective tactic and is used a lot by GDI given its position in the Nod base.

Nods harvester is more easily destroyable than GDIs in the early phases too, a lot of people complain because Nod has some kind of advantages over GDI but we all know the real reason, too much time complaining and not a lot of time doing...

Personally the credits boost thing from st0rms veterans system does come into play during the level, I fell it should be disabled when Fjords is being played, if possible.

Adding some kind of tunnel network below the Nod base that grants GDI access ( providing it isn't heavily defended ) is a good idea.

GDI SAM sites... no, the Advanced Guard tower alone does a fine job against aircraft threats, same goes with people who are good with using MRLS, mammoths and gunners and besides, 99% of the time Nod usually targets the power plant first rather that the AGT and SAM sites need power to operate so...

As being automated defense systems; they're designed more for alerting the base personal of potential attackers before they start hitting structures but adding either two Obelisk of Light and two Advanced Guard Towers maybe a good idea it would force certainly require more coordinated offensive teamwork play and even keeping the battle in the field were it is supposed to be. But its positioning should not be too symmetrical if you know what I mean.

But just note that an entire team shouldn't rely on the defenses alone to protect their base...

Though adding extra defenses would/could making for more interesting outcomes rather than each base hording enough forces without moving an inch from their base and rushing out only to be destroyed by the other hording force, you know what I mean.

I feel the guard towers; at the moment, provide adequate warning as well as damage to infantry and lightly armored vehicles (in the event that the AGT is disabled)

Apart from that, I know the original C&C game didn't let infantry other than Bazooka dudes shoot down aircraft, maybe either up the damage to aircraft from infantry rockets, or let the rifle men, chain gun and other weapons apart from the normal instant overpowered shots from shots of the sniper rifle do some kind of damage.

They seem to not put a dent in them and in the event that GDI becomes camped with Apache attack helicopters without an effective way (other than PICs) to take them out... kind of a slaughter fest.

Just because you lose a WF or barracks shouldn't mean the game is technically "Over", more teamwork required here!

---