
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sat, 08 Oct 2011 21:51:47 GMT

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It wouldn't make a difference. Nod APCs were removed and Recon Bikes are so fast and weak that they do very little on their own besides hit and run attacks.

Change list for today:

Nod APC was removed. The Recon Bike replaces it.

Construction Yards now have 700 points of health, up from 600.

Construction Yards now repair eight damage every half second, and four damage points per half second when power is down.

Two extra Turrets were installed in the Nod base behind the Communications Center and the Shrine of Nod.

Turrets now have an extra 100 hit points.

Advanced Guard Towers deal 40 damage per missile, up from 35.

Guard Towers deal 15 damage per bullet, up from 12.

MRLS explosive radius was increased to 18 meters, up from 12.

MRLS missile speed is now roughly 25% faster.

Flame Tank damage was reduced from 23 to 19 per "bullet". It still deals formidable damage, but is not as incredibly powerful as it once was.

I should be done with this tonight unless something weird crops up.
