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Subject: Re: RA\_Fjord

Posted by [Aircraftkiller](#) on Wed, 19 Oct 2011 04:02:54 GMT

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New fixes for another version coming up:

Artillery explosive radius has been reduced to 18 meters to match the MRLS. Damage spread throughout the 18 meter radius has been reduced to 125, down from 175.

Orcas now fire a secondary Shrapnel warhead machine gun, which is only effective against infantry. Orca reload time was increased by one second.

Apaches now fire a secondary salvo of rockets, doing 1.5 damage each. They are unguided and are affected by gravity, and they spread out as they fly farther. You will have to fly your vehicle at a target in order to use them effectively. You can also use them to bombard targets from a distance. Their range is 110 meters, roughly the same as most tanks.

Apache cannon was improved so that it does 11 damage instead of 8. It fires slightly slower. It also has an "explosive radius" which is invisible, but does 0.5 damage within two meters. Helps kill infantry since its warhead isn't particularly effective against them.

Stealth Tank missiles were improved. They turn better and fly 25% faster.

Recon Bike missiles were improved. They now have a 110 meter range, fly faster, and turn better. They now have the explosion type "Explosion\_Rocket\_Medium" instead of Small, doing 100 damage within six meters instead of four meters. They're now much more suitable for taking down Orcas.

Mammoth Tank missiles turn slightly better.

Rocket Soldiers now fire missiles that fly at speed of 75, instead of 50.

Gunner now fires missiles that fly at a speed of 85, instead of 100.

I'm thinking of adding some Nod crates near the Airstrip ore mine, so that GDI soldiers can run out without the Obelisk hitting them. However, Turrets would continue to fire at them. Nod would now have to start mining this entrance just as GDI has to mine their sewers to prevent Nod from getting into the Tiberium Refinery.

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