
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Fri, 21 Oct 2011 02:51:08 GMT

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Changelist for today:

Planning to add another SAM Site to the Nod base, perhaps two more.

Orca rockets now do 35 damage, down from 45. They take half a second longer to reload, and their explosive radius was reduced to Rocket_Light. They now spread 100 damage across 4 meters instead of 6.

Orca and Apache were too fast for the scale of this level. They have had their speed reduced by 15%.

Orca and Apache now roll realistically as they turn, and they turn roughly 40% slower than before. The Apache turns slightly faster than the Orca, having a tail rotor to spin it around quicker.

Turret health reduced to 300, down from 400.

Gunner and Rocket Soldier alt-fire damage was reduced. Gunner now deals 25 damage per rocket in the burst, down from 30. The rockets now use Rocket_Light instead of _Medium, spreading 100 damage through 4 meters instead of 6. Rocket Soldier alt-fire now deals 20 damage per rocket, down from 28.5. Primary fire on both weapons (Gunner/Rocket Soldier) now deals 45 damage and 40 damage, respectively, up from 40 and 35.
