
Subject: Gateshead Re-release

Posted by [Cpo64](#) on Thu, 08 Feb 2007 04:01:46 GMT

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Got board, so I fixed up Gateshead a bit.

Terrain etc is still all the same. But I have fixed up several things in LE.

NOD:

Construction Yard now repairs buildings correctly,

Repair Pad now works correctly,

Base Defences are a bit better laid out.

Tailgun defences are now a bit better, user controlled ones have been removed, but AI ones now have been repositioned and have more flexibility.

GDI:

MRLS and Med Tank have been re-added.

Gunboat defences now give less points to NOD.

There are now three gun boats.

Gunboat ammunition is now much more dangerous (using mrls rockets.)

Gunboats now give 1 credit per second, each, for a total of 3 credits.

These changes I believe will make it much more balanced, and much more playable.

C&C_Gateshead_AD

http://www.appointedfate.com/renegade/gateshead_ad.zip

There will be a non-dedicated server hosted by myself running for a while, so if you want to join me, your welcome to.
