
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Mon, 12 Sep 2011 03:00:16 GMT

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Definitely not adding Gunboats. There is no logical place for them. The lake is too shallow and the river is far too shallow with rocks and tree limbs in the way.

Regarding balance, GDI's units are superior in almost every aspect to Nod's vehicles. The Artillery has great range and firepower now, with the ability to shoot over trees and hills while remaining concealed. Once exposed, however, it's easy to destroy.

The MRLS is a dedicated anti-aircraft vehicle in addition to being rocket artillery. It does massive damage and is easy to destroy with vehicles like Recon Bikes.

I'm not interested in adding SSMs. I have the 3DS Max file for them from Westwood, but what's the point in adding them? The Artillery already does what they do for cheaper and they aren't such a gigantic target. The only way SSMs would be a viable unit would be to make them launch missiles that damage everything within a 50 meter radius with napalm, and have them attack from 300 meters or more. They're too much trouble and I honestly see no point in them right now.

Everything as I've played it is balanced and enjoyable so far. Adding SSMs will muck up the balance and require some difficult changes that I'm not sure are even necessary.
