
Subject: Re: C&C_Fjords official release
Posted by [Spoony](#) on Sat, 17 Sep 2011 18:44:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

gone over it on a single player lan

appearance-wise it obviously looks great, not that i care.

gameplay-wise, i must say i'm impressed. it doesn't really play like renegade. there's less overall strategy but more individual tactics, if you follow me... which would certainly mix it up in a rotation of the default maps.

infinite infantry ammo should definitely be on.

i like the fact both sides have offensive infantry options that suit the two factions' styles - nod the tunnels, gdi the gunner (APC full of gunners seems like it'll work well here, especially early)

my only concern is... what do you see being the counters to aircraft? they seem like they'll be a little too dominant for controlling the field and preventing enemy offense, especially the apache. how do the orca and apache fare against each other, for example? the apache seems like it'll easily defeat any gdi ground vehicle, including the MRLS; the light tank can't shoot high enough for orcas anymore. seems like any vehicle offense besides stanks will have to bring some anti-air infantry along, and again, this seems to favour Nod since the apache is obviously gonna handle that better than the orca...

perhaps we could have a Fjord night with just this map on repeat so i can thrash this sort of thing out
