
Subject: Re: C&C_Fjords official release

Posted by [Aircraftkiller](#) on Sat, 17 Sep 2011 18:53:51 GMT

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I felt that there was a lot of available strategy with the layout - I didn't want it to be yet another "base defenses inside of a canyon with a kill zone", I wanted people to be able to choose where they attack, for better or worse.

Those decisions have a consequence. You can take the front door and go after the defenses, or you can attempt to pass behind them and attack less vital structures (Comm Center/Tiberium Silo) on the way to critical ones (Power Plant/Refinery/Adv. Comm/Shrine) so that the game-play wouldn't become a clone of Under/Field/Hourass.

Every weapon that fires a rocket is capable of destroying aircraft. The Mammoth Tank and MRLS excel at this... The MRLS, more so, since it can engage Apaches before they can attack. Nod's Recon Bike and the Stealth Tank are also great options for anti-aircraft vehicles. Rocket Soldiers, Gunner, PIC/Rail-gun are also great options.

I've balanced out the Apache and the Orca so that they do the same damage - the amount of missiles an Orca can fire does roughly the same damage as 75 cannon shots from an Apache. I've tested this all out on St0rm - MRLS were definitely a good counter against Apaches. AA defenses are quite lethal, especially base defenses. The AGT is nothing to ignore, and the SAM Sites just murder aircraft.
