
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Thu, 06 Oct 2011 03:17:00 GMT

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I'm considering making some "balance changes" to the level. If I add anything I'll be adding another AGT and another Obelisk of Light. I'll also look into expanding the Nod base by allowing GDI access into certain areas using terrain to their advantage, basically a fancy way of saying I'm going to add "tunnels" to the Nod base so that GDI has a method of stealthy attack.

I have a few other balance changes that I'd like to make beyond that.

I think what I'll end up doing is adding a second AGT but leaving the Obelisk as a single base defense. I'll upgrade the Turret health by 200%. They already do tons of damage. The second AGT would sit in the corner of the base, in front of the Power Plant, which would guard a very sensitive flank for GDI. I'll also end up reworking the sewer system to make it more labyrinthine so that Nod can't place damaging beacons in the sewers anymore.
