
Subject: Re: RA_Fjord

Posted by [Blazea58](#) on Thu, 06 Oct 2011 06:15:54 GMT

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Sounds good, i was hoping to see some changes like that, especially considering how easy it is at the moment for Nod to kill Gdi. With two obelisks i think it would be overkill lol, already pretty hard to get into that base, but 2 Gdi agt's would be really nice and make it much harder for Nod to rush in. Is there any chance of Gdi also getting sam sites? I think that would balance it out alot more if there was an equivalent structure, as well the gdi towers kinda suck and don't do enough damage or shoot at the right angles.

Tunnels to Nod's base would be nice also, i think updating the map is a good idea, because it is already a good map, but there were a few things that i didn't like in terms of its gameplay. The Mrls should get a bit of a range improvement also, because they don't really hit the obelisk from far away, unlike the artillery which can shoot the Gdi conyard even from really far away.
