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Subject: C&C FjordsTS official release

Posted by [Aircraftkiller](#) on Sat, 08 Oct 2011 23:10:12 GMT

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Here's Fjords 2.0. Changes from Fjords 1.0:

GDI now has a second Advanced Guard Tower. The Advanced Guard Tower now shares the MRLS missile model. Advanced Guard Towers deal 40 damage per missile, up from 35.

Nod Artillery has a turret aiming restriction - it cannot fire below 0 on the Z axis. This means it can't fire close to itself, giving it a close-in weakness. In addition, it now fires a shell that emits red-tinted smoke, making it easier to land shells on the enemy.

GDI Orca has been redesigned. It now fires a salvo of two missiles before reloading for 1.5 seconds. Missile speed increased by 25%, turn rate by 20%, and range by 10 yards.

Nod Apache has a 1.5 second reload, but its cannon firing rate was reduced slightly.

Recon Bikes have their handling greatly improved, and their rockets have a better turn rate. Its firing speed was increased by 30%. Reload time was cut in half to 1.5 seconds.

GDI MRLS now fires at a distance of 225 meters, up from 200. It uses a different missile model with special launching emitters, obscuring its sight for half of a second each time it launches a rocket. Missile speed was improved by 25%. Its explosive radius was increased to 18 meters, up from 12.

Nod APC was removed. The Recon Bike replaces it.

Construction Yards now have 700 points of health, up from 600.

Construction Yards now repair eight damage every half second, and four damage points per half second when power is down.

Two extra Turrets were installed in the Nod base behind the Communications Center and the Shrine of Nod.

Turrets now have an extra 100 hit points.

Guard Towers deal 15 damage per bullet, up from 12.

Flame Tank damage was reduced from 23 to 19 per "bullet". It still deals formidable damage, but is not as incredibly powerful as it once was.

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