
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Mon, 24 Oct 2011 07:01:11 GMT

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Change list for today:

I developed a heavily modified version of the Orca that's a lot more reminiscent of the Tiberian Dawn Orca. It now has modeled fan ducts for the engines which contain turbine fans which spin when you enter the vehicle. There is a new cannon model attached to the underside, along with three skids to support the vehicle - instead of nothing at all, which was the case in Renegade.

The Apache now has wheels (instead of nothing at all) and the rotors spin when you enter the vehicle. They stop when you exit.

The Orca's gun fires at the same rate of fire as the Apache cannon now, but continues to do no real damage versus heavily armored vehicles.

Spawning gun turrets at the substation were given 350/350 health instead of 150/150. This, along with their heavy damage output, will make control of the center more vital.
