
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Tue, 23 Aug 2011 02:27:48 GMT

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If I change the costs of vehicles, the MRLS would be 800 credits and the Artillery would be a minimum of 600. Since both are on equal playing fields, as both have turrets that rotate now, I don't see a compelling reason to change their prices. Game-play testing will ultimately determine how much they're worth.
