
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.

Subject: Re: C&C FjordsTS official release

Posted by [TankClash](#) on Sun, 09 Oct 2011 00:44:34 GMT

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This happens when I try to alt tab out and tab back in while inside the recon bike

<http://www.4shared.com/get/zMUkxYPz/reconcrazyness.html>

It start float in the air doing a massive amount of rolls when I alt tab back into the game

Subject: Re: C&C FjordsTS official release
Posted by [Aircraftkiller](#) on Sun, 09 Oct 2011 00:46:02 GMT
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It's a 4.0 problem, nothing I can fix. Go report it in the TT forum.

Subject: Re: C&C FjordsTS official release
Posted by [Jerad2142](#) on Sun, 09 Oct 2011 03:16:28 GMT
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It's a trick bike

Subject: Re: C&C FjordsTS official release
Posted by [Blazea58](#) on Sun, 09 Oct 2011 10:25:22 GMT
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I'm not sure if the Con yard isn't supposed to repair itself? That's the only problem i can find is both teams CY doesn't repair itself at all, unless it was intended.

Subject: Re: C&C FjordsTS official release
Posted by [GEORGE ZIMMER](#) on Sun, 09 Oct 2011 13:50:22 GMT
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Pretty sure that was intended, considering the speed at which it repairs other structures.

Subject: Re: C&C FjordsTS official release
Posted by [Aircraftkiller](#) on Sun, 09 Oct 2011 15:44:01 GMT
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It is intended. If it repaired itself it wouldn't be the weak link in the structures.

Subject: Re: C&C FjordsTS official release

Posted by [Wilo](#) on Sun, 09 Oct 2011 16:43:10 GMT

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Map has been updated and in running in St0rm.

Subject: Re: C&C FjordsTS official release

Posted by [Wilo](#) on Sun, 09 Oct 2011 17:39:39 GMT

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Already found bugs. Will inform ack asap.

Subject: Re: C&C FjordsTS official release

Posted by [NFHAVOC](#) on Mon, 10 Oct 2011 03:01:41 GMT

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Uhoh!

Something bad happened. Press Ctrl-C on this message and paste it in the forums. {12, 1}
[104.786598, -122.693428, 16.918787] <0.134722, 0.618940 0.756094, 0.164576>

OK

Whats this for? I got it when i crashed earlier.

Subject: Re: C&C FjordsTS official release

Posted by [Aircraftkiller](#) on Mon, 10 Oct 2011 03:50:57 GMT

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It's Scripts 4.0. They're taking that message out. Disregard it.
