

---

Subject: NEW MOD COMING!!!

Posted by [Anonymous](#) on Tue, 05 Nov 2002 18:55:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

www.polymods.tk will be making a black ops mod... \*pauses to allow flames\* what we will do is create a team of heavily armored soldiers and arm them with m16s n' stuff, we will also make new vehicles for them, on the other team we will be EXTREMELY different, one team will be offense, one team will be defense. First here is the story behind it: After 10 years of fighting an unnamed country has finally left a group of strong terrorists with one base left, however this base is a heavily fortified island. After a quick and stealthy assault, one of the early warning bases was captured by an anti-terror squad. However this base was very small and the only structures were a guard tower, a small mess and kitchen plus a mineral silo. Feeling this wasn't enough the squad set up several tents and dismantled the kitchen, only leaving the tower because it constantly sent out a signal stating it was fine. They quickly set up a motor pool, arms tent, and generator to use as a base. They also surrounded these tents with walls of sandbags and wood. The motor pool served to create vehicles, the arms tent served as a barracks and command tent, while the generator provided power. In the meantime the terrorist base was scrambling to defend itself because the early warning base had several early warning systems including sonar and radar. Trying not to tip off whoever was out on the ocean or on the island they set up several dozen machine gun posts and fox holes. Fearing a beach assault they dismantled their outposts and set up grasshoppers, barbed wire fences and even mortar and artillery emplacements. Now you must choose which side to fight for. Several things have to be discussed, including the finalization of the buildings, but here is what is in consideration for units and weapons: weapons: -assault M16 some kind of high powered Sniper rifle Saw remote C4 frag grenades smoke grenade launcher -Defense ak74 dragunov mine pipe apple grenade toxin grenade (there may be more weapons for defense, but most of these guns are entrenched or mounted) Vehicles -assault (all of them will be black most likely) dune buggy humvee armored amphibious craft light tank (maybe more) chinook comanche troop carrier half-track w/ mounted machine gun and space for 5 passengers sand crawler (a slow but HEAVILY armored tank that is used to allow units to move with it and fire around it, it is unarmed) -defense (defense will mainly have only tanks, turrets, and emplacements) Now do not believe this is a cheap mod where everything is just skinned and reused, we will probably use very little if any of Westwood's material. We currently have to figure out what defense will have for structures. We are looking for more people to join Polymods and to help out with this mod, we need skinners, modelers, mappers (we will most likely piece the map from pieces) and many other positions. Please post your comments or suggestions (please don't flame, if you don't like it, ignore it or make it better with suggestions) [ November 05, 2002, 18:56: Message edited by: Maimer1 ]

---