
Subject: New map idea

Posted by [Generalcamo](#) on Sat, 11 Dec 2010 18:12:20 GMT

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Following the failure of my Hourglass flying Hacking (I still need to know how to use the scripts), I decided to make an ENTIRELY NEW map.

Cnc_AS_Infiltration

This is assault map where the objective is to destroy the GDI ADV comm center before the Ion Cannon locks on to the Nod base. Both sides get flying units and new units to help out. current enhancements planned

new units:

Nod

Recon Bike

SSM launcher

Removed Sakura (This map is to be won fair and square)

GDI:

TOW Humvee (to combat the new recon bike)

Removed Havoc

Enhancements:

Rocket launchers have anti air secondary fire

Aircraft no longer vulnerable to everything, damage from SAM sites and secondary fire from rocket launcher can still cut through them though

Added new models to many units

Pistol is no longer silenced, with the exception of the stealth black hand

Helicopters will come in from the side of the map, Helicopter and WF build menus seperated (Maybe not, I think this is what is crashing hourglass flying on load)

Plot:

With Kane defeated and not returning for a while, nod is being driven into extinction by GDI. Only one base has managed to elude GDI so far. The powerful defences mean that A-10s cannot kill nods base. General Shepperd ordered the GDI commander to deploy an ion cannon to the area, as they can not risk anymore pilots. The commander has ordered you to protect the ADV comm center at all costs. If nod destroys it, we are screwed.

Discuss, I have everything in this list, all I need to do is make it fit in the map.
