Subject: SSAPB 2.1 Update 01
Posted by zunnie on Tue, 07 Sep 2010 10:40:02 GMT

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DOWNLOAD: http://apb.game-maps.net/index.php?act=view&id=1328

New maps added to this update:

RA_Allied_M01: http://apb.game-maps.net/index.php?act=view&id=1325
Based on the actual RA1 mission where you save Einstein.

RA_Allied_M02: http://apb.game-maps.net/index.php?act=view&id=1326
Based on the actual RA1 mission. You have 30 minutes to secure the Convoy Trucks route. You must escort at least 3 trucks to safety, when 5 die you will lose.

RA_Cargo_Express_Coop: http://apb.game-maps.net/index.php?act=view&id=1323
Drive the Cargo Truck to the Radar Dome.

RA_DarkDawn_Coop: http://apb.game-maps.net/index.php?act=view&id=1320
My first map
Destroy the Soviet base. Take out the Conyard with a Tanya. Steal vehicles with a Mechanic. Destroy the Coil and finish off the base.

RA_Midnight_Fever_Coop: http://apb.game-maps.net/index.php?act=view&id=1321
Steel the documents held in the Construction Yard with a Tanya.
Teamwork is required to win this one for sure. Take out the base power with a spy and destroy the coil before it comes back online.

RA_Operation_Endgame: http://apb.game-maps.net/index.php?act=view&id=1324
Semi large map. Escort a Demotruck to your Service Depot. Then destroy the Construction Yard within 20 minutes.

RA_Return_To_Invasion: http://apb.game-maps.net/index.php?act=view&id=1327
Sequel to Soviet_Invasion_Coop.
The mission failed and Allies have established a full base with Conyard, War Factory, Barracks and Refinery.
Helipads are available on this map as well as 2 Heavy Tanks and 4 V2's flown in by Chinook.
Destroy the Allied Base.

RA_Soviet_Siege_Coop: http://apb.game-maps.net/index.php?act=view&id=1322
Your base is under heavy attack when the map starts.

Go straight for your Construction Yard to repair! If the Conyard dies you will lose the game.
Secure the Oretruck path and destroy the Soviet Base.

General notes:

Special thanks to reborn(the guy) for his GSValidation blocker
Special thanks to http://www.black-cell.net and WhiteDragon/vloktboky for creating SSGM in the first place or this would not have been possible
Special thanks to cuddling for the Einstein model. (ripped from Westwood's Renegade Lab Technician)
The powerups seen in the coop maps were made by r34ch and TheBeerinator
Map terrain for Soviet Invasion and Return to Invasion by dtrgnd
The dropoff cinematic was written by metalfej and me
The badger dropoff was written by Katzsmile and me
MCV Skin by TheBeerinator

Greetz zunnie

PS: Source Code for our coding members is present