
Subject: C&C_Platforms Final BETA

Posted by [UnitXc](#) on Tue, 10 Sep 2013 20:59:13 GMT

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Finally done the initial work on this map, all thats left is to play it and see what comes out the other side.

A big thanks to MPF Zunnie and Mauler without which id never have gotten anywhere near to half way finishing before I called it a day and gave up.

Base rears

Hut bunker in the middle of the map

Map Centre

Infantry Tunnels

Unit Change log

[GDI infantry]

GDI Officer

- cost - 100 from 175
- Weapon - Ammo - 120 shots per clip
- Weapon - Ammo - Warhead changed from Steel to shrapnel
- Weapon - Ammo - 9 shrapnel damage (2 more than GDI Autorifle)
- Weapon - Ammo - ROF 12 from 10 (apc/buggy ROF)

Rocket Soldier

- cost - 150 from 225

Tiberium Sydney

- cost - 75 from 150
- weapon - Ammo - 75 shots per clip

- weapon - Ammo - 500 rounds total
- weapon - Damage - increased by 50%

Patch

- Cost - 300 from 450

Gunner

- Cost - 500 from 400

Deadeye

- Cost - 750 from 500

Havoc

- Disabled

Powersuit Sydney/Mobius - Cost - 2000 from 1000

- Vitality - 250 skinflesh, 100 heavy vehicle
- Speed - 4.8 from 6

Labcoat Mobius

- Cost - 750
- Weapon - Range - 75m from 50m

(PIC sydney's alt skin is unchanged, is now her default skin)

|Nod infantry|

- Flamer soldier - Weapon - Damage - 3 from 2

Nod Officer

- cost - 100 from 175
- Weapon - Ammo - 120 shots per clip
- Weapon - Ammo - Warhead changed from Steel to shrapnel
- Weapon - Ammo - 9 shrapnel damage (2 more than GDI Autorifle)
- Weapon - Ammo - ROF 12 from 10 (apc/buggy ROF)

Rocket Soldier

- Cost - 150 from 225

Chemwarrior

- Cost - 75 from 150

LCG

- Cost - 350 from 450

SBH - Cost

- 600 from 400
- Weapon - Timed C4 removed

Black H sniper

- Cost 750 from 500

Sakura - Disabled

Mutant Raveshaw

- Cost - 2000 from 1000
- Speed - 6.3 from 6
- Vitality - Health and Armour set to SkinMutant, from SkinFlesh/SkinKevlar

(short Raveshaw left unchanged)

Mutant Petrova

- Cost - 2000
- Weapon - Mendoza's Volt rifle
- Speed 6.5 from 6
- Vitality - health and armour set to SkinMutant
- Weapon - Range - 75m from 50m

(she comes as the alt skin to mutant raveshaw under the "Tiberium Evolution" option in the infantry PT, mendoza now has his Alt skin)

Mendoza

- Cost - 750
- Skin - removed model with backpack, Alt skin now only skin.
- Weapon - Range - 75m from 50m

[GDI Ground Vehicles]

All ground vehicles scripted to die should they fall -30 meters from their construction plane

Humvee

- Cost - 300 from 350

APC

- Cost - 450 from 500

MLRS

- Cost - 600 from 450
- Weapon - arc - Rotating Turret
- Weapon - Speed - +50%

Medium Tank

- Cost - 720 from 800

Mammoth Tank

- Weapon - Range - 110 from 100
- Weapon - Cannon - Damage - 82 from 75
- Weapon - Tusk - Range - 60 from 50

[GDI Air Vehicles] - Only purchasable from Helipads at rear of both bases.

Orca

- Cost - 600 from 900
- Weapon - Ammo - 150 round clip, 3 second reload
- Weapon - Damage/Type - Machine gun - 14 shrapnel damage, from 20 Steel damage.
- Weapon - Rocket - Damage - 45 from 30

- Weapon - Rocket - Speed - 50m/s from 30m/s
 - Weapon - Rocket - Range - 80m from 50m
- (all changes apply to the apache also)

Nod/GDI Transports - vitality - 300 Medium vehicle health / 200 Heavy vehicle Armour

|Nod Ground Vehicles|

Buggy

- Cost - 250 from 300

APC

- Cost - 450

Artillery

- Cost - 600 from 450
- Weapon - Splash radius 6 from 12

Light Tank - Cost - 500

- Speed - torque - 10% decrease

Stealth Tank

- Vitality - 300 Medium vehicle health, 100 Heavy Vehicle armour.
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