Subject: [Map] C&C Platforms -download
Posted by UnitXc on Thu, 10 Oct 2013 23:06:58 GMT
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-snipped from jelly forums.

I get pm's about where to download the map outside of the game so rather than have a misleading thread about platforms b12, this will be better. I feel the map is nearing the central balance point, a few more beta versions and then the b# will be removed and that version set in stone.

Platforms_b15 here

PLATFORMS_B15 CHANGE LOG - FINAL

Map wide
Connected both infantry tunnels together, added vending machines to this area.
Added laddered walk ways up to the vehicle cave roofs.

Base Defence (NPC)
Removed all previous base defences from below the platforms and left 2 on the small platform beneath the WF/Hon
Guard tower Damage decreased to 30 steel from 40.

Base Defence (Player controlled)
Removed all Nod Rocket turrets and replaced with machine gun emplacements

Infantry
Infantry health stats returned to normal
removed prototype suits and mutants.
Blackhand and deadeye sniper cost decreased to 400
restored SBH timed C4
SBH, LCG and BHS all appear as Stealth Black Hand, Laser Chain Gunner, and Black Hand Sniper respectively on the purchase terminal menu and over the unit on the HUD

Air Vehicles
Apache/Orca price decreased back to 600 from 900

Ground vehicle
Arty splash increased now 3/4 of stock level, (9m from 12m)

Images

Ladders Up & walkways

Infantry tunnel connection

Inside new conenction

Below ground defence